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CALIFORNIA GAMES - TURBO DUTRI TECMO WORLD CUP SOCCER - TOKI WONDERBOY IN MONSTERLAND MASTER SYSTEM WIMBLEDON TENNIS MINITEN DO

TURTLES: THE ARCADE GAME SUPER NES SUPER OFF-ROAD-SMASH TV



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GAME GEAR

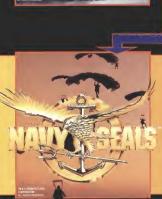
AMAZING 8-PAGE

STREETFIGHTER I

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Games console

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HOROCOP, "YOUR MOVE CHEEP.









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EDITORIAL

After its one month absence, insult Corner returns with a vengance. Vet more readers have sent in sad photos of themselves witclustly put down in a manner of our choosing. The Editorial is also the piace where Julian "Jaz" Rignall spouts forth on the eubject of his choice - and you wouldn't want to miss that, eh?

NEWS 10

Once again, MEAN MACHINES has provided YOU with four information-packed news pages detailing the startling, sordid stories circulating around the consoles world. Suffice to say, if it's worth knowing, we know it, and if it ian't on these pages, we still do, but don't want to tell you.

WWF SPECIAL 18

Yes! MEAN MACHINES is the ONLY mag with the exclusive preview of what is going to become one of the Super NES sensations of 1932! WWF Super Wrestlemania is the name of the game and let us tell you something about it - it

MEAN YOB 24

The letters section is supposed to be the part of the mag covered with your ejaculations on topics concerning the consoles universe. More often than not it becomes a veritable insult fest because the meanest letter answere of them all, MEAN YOB, doesn't take fools likely.

Q+A 30

Q-Al Dontyajustiuvit? It's the beautiful to the mag by far, where you lot have your questions answered by the man who knows, Julian Rignall, It's also supposed to be quite entertaining, as people who ask stupid questions are treated in a manner befitting their retarded intellects.

MEAN MACHINES 4





MONSTERLAND TECMO WORLD TOKI

CALIFORNIA GAMES **BUCK ROGERS** KID CHAMELEON ALISIA DRAGOON TURBO OUTRUN

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106

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SNAKE'S REVENGE

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MASTER SYSTEM

102

TIPS

Well, tips are tips really. There's not that much more to it. Maybe that's a bit of a spin though, because this month we have THREE massive two-page tipa specials, along with SIX info-packed pages of much aignificance in the cheating department.

34

76

80

CHARTS

This two-page spread is literally littered with the names of top-selling games, carefully arranged to look like charts. By looking at this section, you might think that it takes Rich live minutes to write and Oz about twenty minutes to lay-out. And Indeed, you wouldn't be that far from the truth.

THE **HOTLINES**

it's the usual type of telephonic prize-related horseplay should you dare to glance at this page. which, you'll no doubt notice is exactly the same as last month's. As you can tell, no expense is spared here at MEAN MACHINES.

MEGAMART 115 Having trouble selling your

console? Reckon that MEAN MACHINES is the place to advertise your gear? Well. reckon no longer. Just fill in the coupon on page 115 and send away your English pound and that advert will be yours. Cool.

PREVIEWS 116 Have you got a treat here! Using

their unrivalled contacts in the zany madcap world of console entertainment, the MEAN MACHINES lads have provided YOU with all the latest info on the hottest new games. Can't say fairer than that, can we?

NEXT MONTH 121

Well, we tried. We got the best crystal ball money can buy but we still can't improve our clairvoyant skills. Still, this page is what we did come up with.

5 MEAN MACHINES

JULIAN 'JAZ' RIGNALL ART EDITOR OSMOND 'OZ' BROWNE DEPUTY EDITOR RICHARD 'RICH' LEADBETTER GARY 'NEO GEO BANG" HARROD HADION 'RAD' AUTOMATIC US CORRESPONDENT DONN NAUERT (VIDEO GAMES + COMPUTER ENTERTAINMENT

AD MANAGER MARTHA "BACK AGAIN" MOLOUGHNEY SALES EXEC PRODUCTION ASSISTANT EMMA 'TELL 'EM TO SHUT IT"

PUBLISHING DIRECTOR GRAHAM 'OR A 5-SERIES' TAYLOR THANKS THIS MONTH TO: Linda in the Rosenthal Studio in Southend for getting in the Ottoman Art HELLO TO: The dude who said hello HELLO TO: The dude who said he to Rad and Jaz after the fabulous Pearl Jam gig at Southend Esplanade, and the strange perso who shrieked "Ooooo-lill It's Julian Rignall" twice at the top of hie voice when Jaz wae strolling

through the Royals a month or two AGO. REVOLTING LOCATION OF THE EDITORIAL OFFICES: Priory Court, 30-32 Farringdon Lane, London, OUR NUMBER: 071 972 6700 OUR FAX: 071 972 6710 PRINTED BY: BPCC BUSINESS

MAGS LTD COLOUR: PROPRINT: COLOUR TECH TYPESET BY: Homer Secshawl and Lee Bhien. DISTRIBUTED BY: THE SINISTER

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Out of my lourth floor office window I can see two big cranes, a hall-limshed building, a crossroads with a sat of traffic lights, lots of care and molorbikes, a large church spire in the right up the side and hundreds of people walking about I can also sea right into Farringdon tubs

THE RETURN OF INSULT CORNER

It's back! That popular column where we give you the chance to be horribly insulted. Simply send in a picture of yourself, and if we think you're ugly, sad or baboon-like enough to scare small children, we'll print your picture and chuck an insult or two your way. If you think you're hard enough to stand up to a MEAN MACHINES insult, why not send in a picture of your ugly mug. The place to send it is I'M AN UGLY MORON AND PROUD OF IT SO PILE ON THE INSULTS OH GREAT ONES, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE LONDON, EC1R 3AU





Oh no! Phil Jones is really Eddie the Eagle's shambling, retarded .



When, like Stuart Andrews of Co Armagh. you're a walking insult, you don't really need anyone else to pile on the sadness



ONE CRASHED

Not only is the bedroom of D Chandisingh of Leicester untidy (see pi elsewhere on this page but his car is also in



Here's Darren Ford of Epsom, Surrey choking on his own vomit after seeing a



Sean Tagg of Newhall inflates his "special



START YOUNG

Potus Faltman claims to be MEAN MACHINES youngest reader. His hobbies are playing Mario IV NES, gurgling and pooing his nappies Anyone know an even earlier starter? If so, send in





r suppose it was when I went compling around Britain*, says he, We assume he meant she tent or and or ampling, rather then the liftips writated by "I slee had e skill geography field trip when i was in school. About 50 of us worn up to North Weles and stayed in a Youth Hostel. There was much melarize, spacefully when I found a large red cabinet with telecommunications equipment stored within."



Had had a great time when he went on a Germer exchange trip. "I stayed in I wheek with a





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In EA Hockey, from the team that brought you John Madden American Football", you get no points for being nice. So body-check, punch, slash and trip the opposition into submission. Get the puck into the back of the net or between the goalie's eyes, it's all part of the fun.

Should you find the rules an unnecessary hindrance, simply send the referees off to the sin bin and create even more havoc without them.

Rules won't worry you at all in Road Rash, the wildest action on two wheels. There aren't any.

There is a race. Across 5 highways from the Sierra Nevadas to the Pacific coast. But it's your skill in kicking, punching and clubbing all-comers out of your road that really counts.

As a bonus, if you get to cross the finishing line first and more or less in one piece, win cash and upgrade your bike to an even more ludicrously fast machine.

Road Rash and EA Hockey are just two of the newest games for your Mega Drive™.

Also available soon from Electronic Arts are:

The Immortal™, Fatal Rewind™, Shadow of the Beast™. Starflight™ and Dark Castle™.









BALLISTIC GOODIES UP FOR GRABS

if you didn't know, Ballistic are pretty topper purveyors of fine Megadrive gear including Star Control and The Games: Winter

Control and In-Chailenge. Being the generous chaps that they are. Ballistic have kindly provided us with 25 amazing Mike Disk Power Football stadium seats (guaranteed to warm your postion) at those presidence sporting events). 100 Ballistic saddes and 10 stalling state for saddes and 10 stalling state for perting your demany mittig on sent perting your demany mittig on sent of this gear, simply answer this problem greaters.

of this gear, simply answer this probing question:
What overall percentage did The Games: Winter Challenge receive when we reviewed it in last month's MEAN MACHINES!

Should you be able to answer that veritable brain teaser, send in your entry to BALLISTIC BUFFOONERY, MEAN

MACHINES, Priory Court, 30-32
Farringdon Lane, London EC1R
3AU, Be sure to have your entrie
in by 15 April. That's when we'll b
pulling out the winning entries, so
hurry up!

AIR MALARKEY

Activision have a number of new Nintendo products in the pipeline, including a great arcade-style shoot 'emup called Ultimate Air Combat.

This sprite-based 3D game promises to be everything Top Gun II promised to be, with superb graphics, massive amounts of missions and a choice of planes. The MEAN MACHINES gang have seen the game in action and reckon it's pretty ace!

The game is scheduled for a British release sometime this year, probably during the Summer. We'll give you a full review later on this year.



UPHOLD THE LAW

Coming soon to a Gameboy, Nintendo and Super NES near you soon is Robocop III - the third gaming installment of cyborg-related skylarking.

COP have taken over Detroit and are sending in Rehaba Officers to clear out the recisions. When Robocop witnesses the brutal methods COP employ, he joins the resistance movement and starts meting out his own brand of firearm-style justice. For this third outling, Robo's been endowed with new, even more poverful weaponly including a multi-weapon arm attachment (containing a massive cannon!) and a jet-pack for airborne assault!

Programming has just begun on all three versions, so as soon as we know more about the games, we'll let you know.



Fans of DC Comes' Balman are in for a vertitable least of flying order-related horseplay. Sunsoft, responsible for all versions of the first Balman game, have announced that they will be programming the sequel for the Megadrive, and it should be out here officially in the Autumn of this year. From the looks of it. Balman II is a platform game similar to the first effort, but superior in terms of graphics, sound and gameplay.

As we've already told you, the Nintendo version is already out in the States and has attracted good reviews from the American press. Batman II on the Gameboy also looks likely, as does a conversion for the Sega Master System. Keep an eye out fater on in the year for these.





ACCLAIM TAKE CONTROL

As you may know, Mirrorsoft recently ran into administrative difficulties (owing to their links with the infamous Robert Maxwell). This put the release of their products on hold. Thankfully, Nintendo grants Acclaim stepped in and bought up Mirrorsoft and are proceeding to release their finished Sega products.

During March, you can expect to see the Master System version of Back To The Future III on the shelves. May sees the Microsoft/Acclaim game producing engine going into overdrive, with the release of Speedball II (on Megadrive and Master System), Back to the Future III and Xenon II (both on the Megadrive).

Acclaim also have the rights to the likes of Predator II. The Simpsons and Aliens III on the Sega machines. MEAN MACHINES will be giving you more details about these new games in the coming months.



ACCLAIM ON SEGA

Acclaim are going full speed shead some potentially assessine products for the Sepa Matter System. Included in the 8-bit line up are The Simpsons: Bart vs line Space Mutants, a conversion of the popular Nintendo tiels, Smash TV, the avesome Williams compo, and WWF Wrestdemania (see the Super NES preview Seaswherth is suse). These will all be released under the Imageworks brand name which they recently acquired when they boggli Mirrorasol.

There are no firm release dates for any of this gear, but we'll have more information in a couple of months' time.



A Super NES shot of Smash TV. Let's hope that the Master System version is as playable!



GODZILLA RETURNS!

Godzilla, the Nintendo game featuring the world's davourite rubber dinosaur, should be officially released in the UK in the near fulure. However, American Nintendo owners are tooking forward to the further adventures of their unrealistic idol in Godzilla II: War of the Monsters.

This new game features two distinctive styles of

play. The first is a war game style affair, where your campaign against the enemy monsters is strategically planned. When confrontation arise, the game flicks to a side-on beat 'em up screen, where the human forces (alded by Godzilla) take on the latex menace in a battle to the death.

No UK faunch has been revealed as yet, but if that situation changes, we'll let you know.







ANOTHER FINAL FIGHT!

Due to public demand, the Japanese division of Capcom have released a new version of Final Fight on the Super Famicom.

This new Jaganese version has the missing factory level from the coin-op and also includes the third character - the orange-clad ninja, Guy - the trade-off being that Cody hasn't made if into the new game. If you want to learn more about this game or perhaps even get your hands on it, contact your favourite importer for more details.







NINTENDO **BABOONERY**

Toki, Fabtek's coin-op of platform-related monkey business is coming out on the Nintendo! Unveiled at the Winter CES Show, it looks like being a pretty close conversion of the arcade machine. If you want to know more about

the game, check out the Megadrive review on page 106. Hopefully this new version will be a more exciting than the lacklustre 16-bit game.



JALECO NINTENDO GEAR





memora is a count or oth very aminating committed on the count of the





frem have unveiled a potentially skillful new golf game for the Super NES. The Irem Skins Game, as it is rather strangely called, looks like being pretty similar to the ace PGA Tour Golf in concept, with one added extra - you can place a fine wager on your nerformance!

The frem Skins Game looks like being pretty cool. As you can see, the graphics are pretty damn ace, and there are a whole load of options to tweak to your heart's delight too. We'll give you more details on the matter as soon as we get our hands on them.



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WE'VE GOT A HUNCH ABOUT THIS

jazzad up version of the ancient coin-op, Hunchback, for the Nithendo Gameboy, Super Hunchback, as it's known, once again stars the player as Quazimodo out to rescue Emerciad from the evil clutches of the hissiad Halfenpounder (?). Featuring all-new gamepley leatures incorporated into the classic Hunchback formula, Super Hunchback is looking great. There's some superb, hunchous hissian superb, hunchous moderney.





Coin-op giants Taito have programmed a new Nintendo game based on the "lovable" Flintstones to coincide with their thirtieth anniversary. Ding and Hoppy, Fred and

Barney's pets have been victiously kidnapped, so it's down to the unlikely heroes to traverse the horizontally scrolling terrain that is Bedrock, avoiding nasty enemies like Sabre Tiger and Frankenstone. Taito's press release promises

hat this game will "leave you in stone-age stitches". Unfortunately, we won't find out for a long time because there's no official UK release as yet - doh!

DRAGON'S LAIR HITS SUPER NES

Elite Systems, responsible for Nintendo Dragon's Lair and Caveman Ninja, are getting heavily into Super NES products. Their first effort is a completely new Dragon's Lair game.

Unlike the coin-op, which featured real cartoon action on a taser disc, this Super NES game is a Mario-style platform action game. Rich was lucky enough to see an in-development version of

the game, and reckons that it could well be dead smart. Unlike the NES game, the programmer has put playability first, and as such the game has an extremely polished feel.

Elite reckon to have the game finished by May, but it's not going to be out until Christmas this year

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We need an all-new Staff Writer!
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MACHINES to the shops on time. We also need you to be able start work at the magazine on very short notice. The salary for this position is

Ingolable, depending on your ability and experience, so if you're ability and experience, so if you're at all interested write a MEAN MACHINES style review (preferably typed) on the game of your choice and send it in along with a CV to STAFF WRITER APPLICATION, MEAN MACHINES, Priory Court, 30-32

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preferably with illustrating abilities. This person will be very familiar with most aspects of graphic design with the relevant qualifications. Should be left that you have a good chance, send in a full CV to the address above, with the words DESIGNER APPLICATION in large bold letters

on the envelope.



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Super NES is coming See next issue of NRG

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SPECIAL NEW GAME

PREVIEW



After a successful bout on the 8-bit Nintendo and Gameboy, those WWF wrestlers are set to hit the Super NES in real style!

Acclaim's Super WWF Wrestlemania adopts the usual ringside view of the proceedings, but incorporates big, detailed sprites and the most sturning animation yet seen on a wrestling game! The programmers have digitised ten of most popular WWF wrestlers and incorporated around 20 different moves.

for each of them.

MEAN MACHINES has had an exclusive sneak preview of Super WWF Wrestlemania and It looks like being the greatest wrestling game yet seen on any console! We'll be running a full review in a future issue of MEAN MACHINES.



▲ Sid Justice pins the Undertaker, but his team mate, Jake "The Snake" Roberts prepares to







▲ A grapple between the giants.

THE UNDERTAKER



Hailing from Death Valley in the USA. The Undertaker is one of the most feered WWF wrestlers around. He gets his kicks by carting his victims out of the ring in a body bag! Although he hasn't got time for that type of tomfolley in the game, he more than makes up for it with street power and almost unsurpassed grapping skills.

NEW GAME PREVIEW



▲ The Snake tags the Undertaker, who prepares to finish off Earthquake.



Animal and Hawk combine to become the Legion of Doom - the current tag leam champions of the WWF. Following the January Royal Rumble, their most hated adversaries are the Natural Disasters. This rivalry extends into the game, mainly because they're the only two tag teams included.



Just as lethal as the psychotic Animal! The Legion of Doom's lag team speciality is the Doomsday Device, where Animal hosists a fee onto his shoulders and Hawk climbs the turnbuckle and floors the hapless enemy by producing a lathal flying clothes line! Unfortunately, this move isn't in the game.





DISASTER



One of the heaviest WWF wrestlers, Earlhquake is one half of the Natural Disasters tag learn. They've sworn vengeance on the Legion of Doom after a small technicality deprived them of the lag team championship title during the Royal Rumble.



The other half of the Natural Disasters is a fearsome, not to mention very heavy psychotic who enjoys throwing his weight about in the game, the Natural Disasters are probably the most capable wreatters around: their sheer weight and power makes them a good choice for beginners.









NEW GAME PREVIEW

GRAPPLING MOVES

As you'd expect from a wrestling game, there are loads of moves incorporated in the game. These range from simple moves like punches and kicks to piledrivers and suplex manoeuvres. Perhaps the most evil move is a powerful clothes line that propels your opponent out of the ring. As they lie on the floor stunned, you are free to climb up the turnbuckle and belly flop straight onto your opponent - ouch!



Hawk (of the Legion of Doom) completely annihilates the Million Dollar Man in some out-of-ring wrestling tomfoolery!



him off with a flying leap!

D JUSTIC



Justice is a powerhouse right up there with the likes of the fact, it was Sid Justice who unfairly deprived the Hulkster of his fifth WWF world championship title during January's Royal Rumble. However, in the game Sid Justice is pretty weak, only a bit better at grappling than the Million Dollar





Jake's best pal is a python roughly twelve feet long, which is one explanation for his moniker Another reason is the fact that he's a pretty low-down, dirty wrestler. In the Super NES game, he's in a league with the Legion of Doom and the Undertaker, making him a good choice should you opt for the Survivor Series option

UPER FAMIGON















NEW GAME PREVIEW

RUMBLING ACTION

Monday, January 20 saw the amazing WWF Royal Rumble take place. In this astoruting extravaganza, 30 WWF westlest competed for the tot of undiqueded WWF champion of the world. Two westlers started of the proceedings with one more combinant pinning in every two minutes. All the wrestlers had to do was chuck each other out of the ring and the winner would be the last person remaining. In the event that turned out to be the underloop for Flarr, who survived to the last even though he was the third person in the ring flarts a WWF erecord, by the way). The situation flarts a WWF erecord, by the way). The situation flarts a twWF erecord, by the way). Leatherging for the place. The immortal that Rogale is challenging for the place. The immortal Hull Rogale is challenging for the

WRESTLING OPTIONS

Three different wrestling games have made their way into Super WWF Wrestlemania. All of them can be played with one or two players.

ONE-ON-ONE



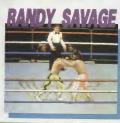
Each player chooses their favourite westler and battle is met! In one-player mode, the computer chooses the worst enemy of the human player. So, if you choose the Undertaker, the computer is more than likely to seeled Hulk Hogan. Should you op for one half of the Legion of Doom, the chances are that your digital memess will choose one of the Natural Disastors.



Each player picks out two westlers to take min the ring. Although two tag learns are included in the line-up (namely the Legion of Door and the Natural Disasters), you are fee to choose whatever combination of wrestlers you want. You could even have the Macho Man Randy Savage and Jake The Snake' Roberts on the same team- and as any WWF fam will know, lefty pate each other's guts!



This is really just a glorified tag team event but the difference is that each player picks four wrestlers each! The game is played much like a tag event but when one wrestler is removed from the proceedings, another of the four take over. In the end, just one wrestler is left. His team are declared the winners!





Well known for his amazing sunglasses and colour co-ordinated lashion sense, the Macho Man reckons he's the best wrestler ever. Although he hates just about every other member of the WWF, he particularly despises Jake "The Stake" Roberts.





The most popular WWF wrestler and four times world champion is known for his sheer power as well as his skill. Hulk Hogan refers to his massive bicopa as his "pythone" for reasons best known to himself. Should you opt for the Hulkster in Super WWF Wrestlemania, you'll be controlling a swift participant whose recovery a swift participant whose recovery.

powers are unrivalled.



IT'LL BE WORTH

(And 32,767

ITS WAIT IN GOLD. other colours)



MEAN YOB!

That most compassionate, sensitive and caring sensitive and caring sensitive and caring tree indeedy! YOB once again delves deep into his bulging sack to bring you top quality letters from around the globe and provide and provide and provide interesting to say, write to: DOES KING JUAN CARLOS OF SPAIN EVER GET CALLED JUAN KING MARSAG, WHONY COURT 30-32 FARRINGDON LANE, LONDON, ECTR 3AU. There's a special prize of £150.00 worth of software for the best letter of the month.

A CRUSTY JOYSTICK WIBBLER

Dear YOB.

Way back in July 1983, I received
Way back in July 1983, I received
To Commond to YOB of the received
To Commond the I was stelly
amuring. I had also seen the likes
of the Alan 2000 VCS and various
other video game systems that
impressed me not end. From the
not became a self-corressed
video game also. Hay perents
used to say "Playing game mon't,
video game also." All you want to
receive game and the properties of the
province bider you probably won't
even play then anymore". Sounds
familiar I how wrong could they
bell My keen interest in computers
elded not to take a computer related
job. I'm now a computer operating
Operating I SM manufame.

equipment, so don't worry Murris, and Dads If your kids spend hours at their computer or console, chances are they'll furn out like me, maybet When I'm old and grey my grandchildren won't be coming round to see Grandad, they'll be coming round to see Grandad to see Grandad. They'll be coming round to see Grandad to see

Bucks
YOB: it's true. Look at all of us.
Tiddled our youth away leaning
against arcade machines in the

WE'VE GOT YOUR NUMBER

Dear MEAN YOB, I am writing to complain about the lack of Statnian and Devi worship in MEAN MACHINES: It is a little known fact that Statnists, when they have finished running naked down the road wearing only a goat's head and daubing their bodies with cookeral's blood there is nothing better they like than string down and relaxing in hront of

MEAN MACHINES. Down here in hell Megadives are standard issue and there is nothing me and my hierarchildren with the standard issue here played and my hierarchildren with the played game of John Madden's Football. My dad and grandmester Threodisploitus stre very annoyed at the look of all you don't buck your flow of the standard my hour buck your flow on the standard power of the standard powe

YOB: Who needs Satanism when you've got Gary "666 tattoeed on his butt checks" Harrod in the mag?

A CRETIN FROM COLCHESTER

Dear YOB,
My friend has told me two
interesting facts which I would like
you to clarify for me:

Is it true that Sony are making a handheld called the CONSOLE MAN?
 Has the Super NES been

2. Has the Super NES been officially released in Wales? Tim Stacey, Colchester, Essex YOB: 1. No. 2. No, only in Wrexham. It's on sale at Bright's Electrical Emporium just off the high street.

WHAT'S HE ON?

Dear YOB, I wish to ask you about your judgement in MEAN MACHINES of long awaited games and not so long awaited games.







I have a Megadrive and have been reading MEAN MACHINES since it's been published and I think it's billiant apart from one stry lew. This holisant apart from one stry lew. This few is your reviews of long awaited games eg Sonic the Hedgehop lawer many criticisms an them that are good criticisms and all the 50 the other hand, unexpected games like Mickey Mouse got better reviews and hot as many criticisms.

major games like Sonis: Seeing your mega reviews on these two excellent games, I bought them both. In your magazine you claim Mickey Mouse has challenge and is not easy to finish. I don't agree. I'm no master on the joystick but it only took me two weeks to farish Castle of illusion where as I took me a month and a half to

easy to finish, I don't agree.

I'm no master on the joyatlok
but it only took me two weeks to
finish Castle of illusion where as it
took me a month and a half it
finish Sonic, also I found Sonic
had more addictiveness and
joyatolity whereas Mickey Mouse
lost its challenge once finished.

playability whereas Mickey Mouse lost its challenge cone finshed.

I agree with your review of a Sonic but think Mickey Mouse was over raised all only by 5 W Ashine Leverick. Salby, IV Your Solling that Mickey Mouse came out there was nothing like it. In their was nothing like it. In significant was nothing like it. In significe were the best seven at the time, and It was by for the best platform game of the

It so highly. Since then plenty of other platform games have been released, and by comparison Mickey Mouse doesn't look like such an amazing game. If it was released today, it would acore about 90% or so.

DOES THIS HIS SEGA?

PIDS DEGA!

Jean' VB,
Jean

rightrup Merick in oroneg sas.
Don't bother insulting me
because loads of Megadrive
owners will apree with me, and the
Super NES owners will be green
with enry now that the best beat
ern up will only be appearing on
Segals system.
Also, Mario games are all the
same, running around, going in
pipes and collecting rings act. No
wonder the Super NES isn't doing
so well in the States, the

M Wison, Nuneaton, Waters

M Wison, Nuneaton, Waters

YOB: Talk about a comedy of
arrors. You should put your
brain in gear before putting your
rariting and raving napples on.
First of all, you must be a
completely crap Streetlighter II
player If you think that playing
with three buttons is alright. You
Do need all sit to be any upood DO need all six to be any good at the game. Doh! Secondly,

Street Fighter ill S going to appear on Super NES. Nothing has been heard of the Megadrive version since the Super NES version was announced - we're still hunting down news on the subject, so don't count and the subject, so don't count and the subject, so don't count your chickens. And Mario might go down pipes, but only thing that collects rings AND goes down pipes is a certain blue hedgehog. Time to burn off, baboon boy!

GET STUFFED

Thanks to Graham Mann and Gavin Rothery. include. I hope Sega will at least consider my idea. Jamie Goodridge, Furzton, Milton

currently working on the second installment of the Sonic comic

you reckon the Super here? S Trivedi, Kenton, Middx There have been

esteemed editor states that the official UK Super NES will be the same shape as the Japanese machins and will appear in very late March/early April.

WHAT?

Dear YOB, I am writing this letter regarding all the controversy that has been generated over the past month concerning the official launch of the Super NSE. Every magazine seems to have a different story. The only mour that severyone that's where the road ands.
CVG were very optimistic, with
the Super NES being launched as
early as February. MEAN
MACHINES claim March. Bandai
says a definite June release,
whereas Club Nintendo says May.
Games-X state April as the date.
All we need is someone to come. in teletext - they stated that the Super NES would be launched in

WHO'S RIGHT?



25 MEAN MACHINES

SPAZ OF THE MONTH

Dear YOB

Dear TOB,

I've just got to say your magazine
is pathetic. I don't like the quality of
pager, you don't get a clear look at
the graphics and I hate the way
the reviews are presented. Why
don't you give the good and bad
points of sound presentation etc.

Which is a shame because the mag could be brilliant with a few adjustments. Also I think you look like a little twerp I'm sure you could

Damian Williams, Penmachno, Gwynedd, Wales

YOB: You think the magazine is pathetic, but you still bought it. You'ra more stupid than a mad cow with mad cow's disease.

IT'S ALL ARMLESS FUN

Dear YOB,

deeply shocked when I read them

deeply shocked when I read them - they are in such bald table. Barnie, Marnie and Arnie YOB: So, like the leper, when your eye fell on the page, you didn't laugh your heed off then? If I was you I'd go and have a leper's night out - get legless and play cards so at the end of the evenler value and they work. the evening you can throw you



GOING, GOING, GONE

Dear YOB. I was looking at some old console

Entertainment Guide).
Well I flicked through it I found a hand held machine called a Gamate. I have enclosed a pic and the question is what happened to

Luke Northway, Kings Kerswell, Devor

YOB: Like the festering scab it is, it hung around for a few without a trace. The same could be said for CGEG.

MAKE YOUR OWN MIND UP

Dear MEAN YOB,
I own an Arniga and at Christmas I bought a Megadrive and I think it's brill. When I went back to school my triend told me about how good the Super NES is. I think it's brill was a super NES in the school of the Super NES is a super NES in the super NES in the super NES is a super NES in the super NES in the super NES is a super NES in the super NES in the super NES is a super NES in the super NES in the super NES is a super NES in the super N as well because it has my all-time lave game Street Fighter 2. Now I don't know what to do, should I sell patronage

the Amiga and the Megadrive and get the Super NES or sell just the Amiga or Megadrive. Please print this letter because I'm desperate David Johnston, N Ireland

YOB: Sell the lot and send the cash to me, that's the best thing

OOPS!

Dear YOB Dear YOS, 1 don't want to sound like I'm completining, but you kinda printed the wrong name on my picture I sent in (Mario vs Sonic), I's the fact that my males believe me not that I sent it in and I can picture I be my who's name was on it

the month 'Well thanks for printing I anyway. Witshire 'VOS: Gary Harrod made the dreadful mistake, and suggested as vary of punishment their was vary of punishment their was and him up the road to Petr Pam's Perry Pleasure Parlour for a sound spanking with some nettile leaves. The strange fellow and something about getting a discount for his regular netronane.



(Nintendo)

You'd better be fighting fit fly ou want to bartle the bugs with Dr Mario. Otherwise the germy jokers will start swarming all over you and no amount of vitamins will vanquish those viral villians. And don't forget it's a 2-player game as well – deadly competition with a double dose of infectious fun.

Nintendo

GERM WARFARE.

THE WORLD'S NUMBER ONE GAME SYSTEM

JERKS GET JERKED OFF

Dear Mr YOB, We are two highly disgruntled MEGA (amsuringly brilliant, stupendously superior) DRIVES who were, to say the least, lefted off over issue 16 s malicious, considerly make two services and the same two and sections of the same two and sections of the same two and sections of a supposedly turnocal. Some, playing on a "Gayboy" as drawn by Andrew My intellect is as long as the pencil of dew the crap putture.

After this we calmed down, until

we went and bought issue 17 and "shook, horrol" another "negative degrading" picture of sone at guippoint to who eitse but. Mario (the pretender), in answer to these unfounded pictures we have drawn part 3 of the Sonic (the superior) and Mario (this royal crapness, sad, rank plumber) in his rightful position, yes, on his knees to the spiked Spead Demon himsell. Stu Bear & Gongel Brooke, Worthing, Susser VOSI: How sad It is, then, that

Worthing, Sussex YOB: How sad it is, then, that your picture looks as though it was drawn by a pair of drunk, retarded, glibbring baboons and won't be printed because it's not even fit enough to use as swergency to

PIDDLE **BOTTOMS**

straight with some people. First of all my parents (well, my mother) doesn't want me buying games magazines any more, so i am writing to you, to ask if you could put things right and show them how educational the magazines say.

My second problem is my



▲ Daniel Maw is responsible for this. MEAN MACHINES 28



Paul Kennedy of Birmingham did this

suppa Amige-playing gooti trains that the Amiga has better graphics than the Megadrive. Please will you clear up this little problem, because it's been going on for six months. I'd be much obliged. Brian Limeha, Limenok, Ireland YOB: Tell your friend to go suck

a bull's udder and tell your Mum

you'll do the washing up for a MACHINES, or do poos in the washing basket if she doesn't.

JUST WHO DO YOU BELIEVE

Lown a Megadrive and I'm planning to upgrade to a Super Nintendo when they are officially released. BUT I was reading a released BUT I was reading a leater in Sage Power that the Super Nintendo is poor compared to Megadrive games. It even said Soric is better than Mario IV (is this true?). The writer of this letter said he owned a Super NES for three months. This mag's reply was that other mage that review Super NES games (meaning you!) are plased towards it (hard to believe is in 12) and that is why the believe isn't it?) and that is why the true as I am dying to know and if you do not print this letter I will personally come round and decapitate you with a large meat

cleaver.

D Boucher, Morden, Surrey
YOB: None of the guys here are
blased towards any machine,
and the fact that Jaz, Rich, Rad, Gaz and Oz all have both a Megadrive and Super NES at

home goes to show that. Only a sad, globering baboon's ass of a nincompoop would say that Sonic is better than Mario IV. And anyway, would you believe anything witten about Nintendo in a Segs-only mag?

MYSTIC YOB

He's put on his Gypsy bandana to

Michael Wabb of Chaadle: We never print your letters because they're not very good. Mr Australia: Yes there is. Adam Lane of Telford: Your

joypad is broken, take it back to

retard.
Julian Roche of Altrincham:
You're a very moany
over-opinionaled git, but your
writing style is excellent. Jaz
remembers your letters from way
back. Perhaps you should attempt
to enter the field of computer
journalism? Send a sample review
to him if you'r interested. pournaism cents a sample review to him if you're interested. P Scatter-Cushion of Barnslay: Yes, very funny. Try something shorter and slightly less crap next time and it might be printed. Asterix of Cardiff: Are you blind as well as stupid? Leo and Snafelf of Scotland: Oh dear, you are having problems. Seek psychiatric help. Myles Fitzgerald: Rad wants to

know whether Gerald fits you?

Nintendo

NEW FROM NINTENDO

ADVENTURE AND EXCITEMENT-TAKE IT AS RED.

The hunt is on and there's no turning back. If you want to get your sub to safety, you'll have to outrun the Russians, dodge the depth-charges and use all your skill and daring just to survive. OK, you're in command.





HOW MUCH FUN CAN OU HANDLE

NEW FROM NINTENDO



After a year and a half of writing intro pieces to the Q+A section, ideas are running rather thin. Still, this is

managing to fill up the space and yet maintain a

"professional" look to the page. Anyway, as you should already know, Jazza is here with his special motorcycle answering trousers

and new extra brain power Shoei helmet ready to answer your questions. If you've got anything to ask and we mean

NOW THAT JAZZA'S GOT A MOTOCROSS MOTORBIKE NOBODY IS SAFE ON OR OFF THE ROAD Q+A, MEAN MACHINES, PRIORY COURT, 30-32 **FARRINGDON LANE** LONDON, EC1R 3AU.

anything - write in to:

4. Will they have games not released here yet? 5. Is Wrestle Wars any good? 4 Loving Megadrive Owner JAZ: 1. No - there are only two

JAC: 1. No - there are only who on PAL. 2. Don't work should in 3. Yes, botveen 25%-25% cheaper. 4. Not really - maybe they'll have a few games a wee or so earlier than importers will have them here. 5. Yep.

Blue Almanac? 7. And finally, when is

Speedball II coming out as I've been waiting for it for ages? John Garland, Wecley Castle, Birmingham

JAZ: 1. No. 2 Yes, 3: No. 4. There's no point - they're both crap. 5. About £20-30. 6. No. 7. it's been put back until later this year.

a se an amount of second of many

CRADDOCK

Dear Jaz.

Here's a few questions. I hope you can answer them

1. When will Advanced Warfare be coming out in the UK?

2. I saw an advert for Advanced Warlare in the back of a Japanese games booklet, it advertised the

ability to use a modem on the game is this true? 3. If so will a Megadrive version

of a modern come out? 4. What percentage would you

give Centurion - Defender of Rome and Onslaught (yes, I know it's

5. How much are CD-ROM games selling for in Japan? 6. Is there a release date for





MEAN MACHINES 38

BATTER

Yo Jazza.

We are totally cheesed off why? Because they are no reviews for the Atan Lynx. Also there are no highscores or a top ten list, we have seen that the Gameboy has all these things. But the Gameboy is CRAP. And they still have reviews for it, so we would like to see more things for the Atari Lynx. If anyone would like to argue with our letter, go ahead and make our

day. Two Very Flipped Off People Who Are Two Off Many Who Hate Gameboys Who Have Got Highscores For Lynx, Chesterfield. JAZ: You stupid spazmodic imbeciles. We're a Sega and Nintendo magazine, not a sad Atari mag. If you want reviews for your festering Lynx machine. buy CVG and read the brilliant free GO! handheld magazine that comes with it.

LICKING

Dear Jazza,

Will ya' a answer these questions?

1, will there be a sonic 2 released on megadrive 2. will ya' need a cdtv to 'av'

sonic 2 3. whats ya' favourite platform

game. 4. av' ya' got a date for sonic 2

for Aussie and Aberdeen Thomas Bailey-smith, Tasmania. Australia (envelope postmarked Aberdeen)

JAZ: No. Firstly you didn't say please, and secondly you have the writing abilities of a demented festering baboon's ass of a moronic imbecile. And I bet you sniff kangaroo's dangly bits.

SCRAPINGS

Dear Jaz.

This coming Easter holiday, my family and I are going to Hong Kong. Please could you answer the following questions for me as it is incredibly important that I know the answers before I on.

1. How much would the following items cost - Super Famicom, Mega-CD, Turbo Express?

2. Would I need them converted for use in the UK, and if so how much would this set me back?

3. Thirdly, do you know what the duty would be on these items? Jon Izzard, Epping, Essex JAZ: 1. All between 25%-75% less than you'd pay here. 2. Possibly - you'd have to ask the retailer what format the machines are. It tends to be expensive to get machines

FEATURES

Dear Jaz

Could you please answer these questions about the Megadrive? 1. When will Super Kick Off be released and will EA be making a footie game?

converted in this country, 3,

Depends on how much they

cost - but it can be quite pricey.

2. I've recently seen a game called Art Alive by Sega. Do you know if it's any good, and if Electronic Arts will be making an art program?

3. I've heard EA are making four other games including Lakers vs Celtics 2. Do you know what the other titles are? Jonathan Ryans, Doncaster, Yorks

JAZ: 1. December. EA haven't got a football game in the pipeline at the moment. 2. To be honest, console art programs are a bit redundant, and as far as I know EA aren't working on one, 3. Yes, but I'm sworn to secrecy.

ADAMS

Dear Jaz.

I own a Master System and soon a Megadrive. Please could you answer these few questions: 1. When I get my Megadrive,

am I better off getting an official UK one or a Japanese import? 2. I've heard that some import Megadrives are very unreliable and are not worth touching with a ten foot barge pole - is this true?

3. Will any of the gang be appearing on GamesMaster again? William Barker, Bradford, West Yorkshire JAZ: 1. Check out the prices and

guarantees and make the choice yourself. 2. Not that I know of. 3. I'm on six of the thirteen shows and Rad is on three - write to Gamesmaster and tell 'em you want to see more of us (that's assuming you do and don't want to see other knobby dillons on there).

1





SHAVER

Hey Jaz.

Think you're a smartass? Answer these...

1. If the Mega-CD and SNES were pushed to their extreme limits which one would come out looking and sounding the best on a game?

2. Will an American SNES play Japanese and Aussie carts?

3. How much do SNES games cost in Japan and America?

4. If I buy a SCART SNES will it play PAL games? 5. I am a patient guy and want the best quality, so which one is best, a Japanese SNES (SCART).

the American SNES (SCART) or should I just wait for the official release of the Aussie SNES in 1993 - Christmas? 6. I want a magnifier and a light

for my Gameboy, which is better quality, the two separate or the two built together? 7. Could you plee-ease for an

Aussie guy produce issues 1-9 of

your super mag, cause MEAN MACHINES started selling from issue ten in Australia and I missed out!!! It's a tragedy... Tony Liodakis, Burwood, Sydney,

Australia JAZ: First of all, I don't think I'm a smartass - I know I'm a smartass, you koale groper. 1. The Mega-CD would sound

look better. 2. Yes. 3. About £30. 4. Yes. 5. It's up to you. 6. I'd get both together, 7. We've been selling in Australia since issue one - you obviously missed it.

FARTS

Dear Jaz

I am none other than a proud owner of a Megadrive and was desperately hoping that you

answer these questions for me? 1. In issue 101 of CVG, you that

there was a device which lets Megadrive owners download Amiga software to their Megadrive is this true?

2. Is Aliens 3 going to be coming out on the CD-ROM or the Megadrive?

3. I've heard rumours that a Judge Dredd game is coming out on the Megadrive, is this true?

4. How much does it cost to subscribe for a year from East Germany? I wish to subscribe immediately and would be grateful for full details as soon as possible.

Nicholas O'Conner, Rostock, Germany JAZ: 1. Spaz alert! Spaz alert!

That was an April fool cooked up by good of me, and you fell for it like the fascist you are! Doh! 2. Megadrive. 3. No. 4. We're currently working on a new subs ad - keep watching.

FFFLER

Yo Julesy my man, I'm back, and I've got some steaming red-hot questions about the SNES that I'm getting (hopefully) that just must simply be

answered or I'll stain my pants. So here are the questions 1. When the SNES systems come out in England will they be

PAL, SCART or both? 2. I'm not quite sure but I have been told that for a SCART machine you need a special type of monitor to plug it in to and a PAL machine you can plug into any TV set, is this true?

3. If it is true, if I used a SCART ead on a PAL SNES then would I

be able to plug it into any TV set? 4. Would I be able to play Japanese games on a SNES without a convertor?

5. What are PAL Famicoms generally more expensive than SCART Famicoms? Is it because there are less of them than of

SCART Famicoms? Daniel R. London JAZ: 1. You'll be able to connect the official machines up both ways, 2. Yes - unless your telly is a dead posh one with a SCART socket. 3. Yes. 4. No. 5. No. it's because the PAL

modifications are tricky and expensive and SCART modifications are cheap and simple.



n a TV screen.

3. Is it likely that there will be a sonic 2 on the Game Gear? on Williams, Lower Earley.

and a car lighter power adept. out and about as we speak. 3.

better, but the Super NES would MEAN MACHINES 32



JUICE

Dear Jaz,

I am writing to you to beg for to answer some simple questions.

1. When the CD-ROM for the Megadrive is released will this make the Megadrive capable of

producing good quality filled polygon graphics? 2. I have a Megadrive with other words which would you choose if you wanted the best games machine? 3. Please could you tell me

which of these is the best for games (as in performance) IBM PS/1, Arnstrad PC5286?

4. Is Streets of Rage better than any Amiga beat 'em up? Jonathan Carter, Totnes, Devon JAZ: 1. No. 2. No way! I'd keep my Megadrive - it's the best machine. 3. The IBM - as long as it's got a VGA card. 4. Yep.

RELATED **FROLICS**

Dear Jaz,

I have recently bought EA Ice Hockey and my friend has bought NHL Ice Hockey which are both made by Electronic Arts, but my friends is considerably slower than mine. Is this a fault in one of our carts or is this right?

James Carter, Sawston, Cambs JAZ: I should imagine that you have a SCART machine and your chum has a PAL machine PAL machines run about 15% slower than SCART machines.



PADS

Dear Jaz. I was wondering if you could please, please answer this list of

1. Is there a colour modulator coming out for the Gameboy?

2. If so when will it be out? 3. How much will it cost?

4 When is Lemmings and Kick Off coming out for the Gameboy?

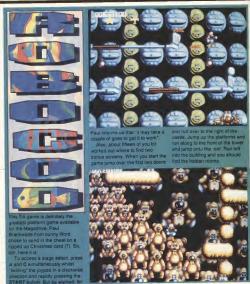
6. Is there going to another WWF game for the Gameboy and is there going to be a Battletoads

7. Is there going to be a pink Gameboy called the Gamegirl? Simon Dukes, Malvern, Worcs JAZ: 1. No. 2. Never. 3. Nothing. because it doesn't exist, 4+5. Within the next few months. 6. Yes. 7: No, don't be stupid





Wahey! Here we go, with yet another exciting tips-related fest of gigantic proportions. Crammed to the max with amazing tips, cheats, codes and all manner of massive specials, there's guaranteed to be something here that should tickle your proverbial fancy. If you reckon you can do better, send off your stuff to MEAN MACHINES TIPS. MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There's £150 worth of amazing software waiting for person who sends in the best tips of the month.





Assout My eight of you ort seen in the Devi Chash by bool suppose of better print it, hashing 17 Well, if a previa suppose of both being violent print in the suppose of both being violent supposed to the province table Well, we've managed to find a few more codes but be warned - they may only work with the American warned - they may only work with the American the THE CRUSHEL. The first couple give you premomens accors and massive amounts of lives, while the last shows you the and of the game.











This game is definitely the finest Ballistic release out on the Megadrive at the moment, and Colin Hand came up with this "Hand-y" tip for powering up your ships to undreamt of levels. Put the game into FULL GAME mode and choose your desired scenario. Now for the cunning bit. When the information describing the scenario appears, hold the

down B. Keep them all held until the star map appears. Now, every unexplored (blue) star will house a precursor relict Amazing, huh?













on (amongst others) sent in this tip to make the original mode Mercs a lot harder! Just choose al mode and press A. B. C nd START simultaneously







Ian Toska reckons himself to be pretty well-endowed in the games playing skills department. To prove it, he's sent in loads of codes for Joe Montana II.

SonicisFab JohnMadden Hellfire Pacmania

ToskoFunki ParkPlace Gremlins **EAHockey** Harmony

NOW THE POWER 2 FIGHT BACK...







ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE MEGADRIVE GAMES TO DESTRUCTION!

Just Imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your 16 bit MEGADRIVE console.

Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed. Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!









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OUACKSHOT

As promised last issue, here are the tips required to successfully late the end-of-level bosses in Donald Duck: Quackshot, I've left out the details on defeating the last boss - I don't want to ruin the entire game for you. Thanks go to sell Warren of Cheltenham.

DRACULA

Dracula is pretty easy. Use pop-corn on this spectral guardian, but remember that using the plunger yields the best results. He can only be hit when he opens his

THE TIGER

The only way to teach this tiger a lesson is to remain roughly in the middle, moving if necessary and using bubble gum on the feline marauder. As bubble gum doesn't eve that quickly, the best thing to do is to fire it towards the tiger's landing place when he leaps. Remember that the tiger sits down before breathing fire.

THE VIKING GHOST Before he throws his axe, jump

and plunger him in the head. He alls to pieces after this, making im easier to defeat as he leaps wer you. As the last part of his body clears your head, jump ourself. By the time you're on the





from. He can't get you here, so when he is above you, run right to the other side. He follows. Just before he reaches you, slide across back to the cave. This gives you time to plunger him. jump to the top level, get him again and run around in circles, eluding the evil one. If you're in trouble, go back to safety and repeat the

in Surrey sent in a veritable bonanza of groovy tips for this topping space exploration game.

First of all, for a sound test, hold down A and B when you're standing outside the various doors in the

LOG THOSE PLANETS

Logging planets is a good way to make plenty of cash Here's a list of planets that earn you plenty o' dough should you choose to log them

System 118,146 - planet four, System 175,94 - planet one, System 145,107 - planet four.

System 215.86 - planet three. System 217,88 - planets two and four,

System 129,33 - planet two. System 125,100 - planet three.

FINISHING THE GAME

Follow this plan to completely finish the game. First of all, you'll need the Crystal Orb (132,165 - planet one, 46N x 12E), the Crystal Cone (20,198 - planet one, 29S x 55W) and a Crystal Egg (234,20 - planet two, 35S x 99E).

Now go to the Crystal Planet, located at 192,152. Locate the planet's nexus with the Crystal Cone (if you've forgotten it, try 47E x 48N). Now just drop off the Black Egg and take off. That's it!





BIG BAD PETE Dispose of his two minions with

bubble gum or popcorn. Then, Pete gets out his machinery (!!!) so retreat into one of the cave-type things one of his minions sorung

Neil Baker from Hampshire sent in a fascinating letter about his Megadrive Allen Storm-related lapery. He reckons that for the final level, you should just choose the far-left passages every time. Now you should only have to clear three passages to face the Alien Brain at the end

Also, I've had a worryingly large amount of mail detailing how to become invincible. Apparently, you should choose Scooler and as you're about to die with your last life, self-destruct, Invulnerability should now be yours.



FAMICOM





Castlevania IV ranks as one of the best Super Castrevania iv ranks as one or the best sup-NES platform games going, with gorgeous graphics, tough gameplay and super sound. Discovering that he'd actually run out of work to do, Gary Harrod decided to devise this awesome Castlevania Player's Guide. Enjoy!



Making good use of both the whip and the special weapon is the key to success here.



Watch out for Dracula's awesome lightning bolts - and fire boomerangs at his head.

Check out these amazing Castlevania passcodes! These are the best possible passwords for each level. Using these, you should have no problem getting to the final boss, Dracula! Just don't enter any name on the Password Screen, that's all!

I					
ı	LE	V	EL	. 7	7
I		4 4			

Use all six blocks and stay out of reach of this spectral demon. Use both your whip and special weapon.



FAMICOM

TIPS





Located on the penultimate level of Castlevania IV is a secret room where power-ups and hearts literally fall from the skies! Not surprisingly, this makes completing the game a doddle.

- Walk to the very edge of this ledge and jump straight out into the unknown!
 You'll land here. Now just walk left, down an
- invisible staircase.
 3. Power-ups aplenty fall from the skiest Collect 99
- nearts, a triple boomerang and the best whip.
- Hetrace your steps to this point and jump back to the visible ledge, but be careful of the edge.













SECRET ROOM SHENANIGANS

There are plenty of hidden rooms in Castlevania IV, each boasting a veritable explosion of useful power-ups and hearts. Examine these screenshots.





1. During level 3-1, look out for these blocks. Whip them with all your might and a secret passage should be unveiled!





The second secret room is in level 6-2. Use the whip on the block beneath your feet to reveal a secret staircase!





 Level 9-2 contains the last secret room. As you step on the block at the top-right, next to the coffin, you're instantly warped!



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GAME GEAR

SPACE HARRIER

LEVEL SIX: HBGA

LEVEL NINE: BFCH LEVEL TEN: HGDA LEVEL ELEVEN: AGEC

PUTT 'N' PUTTER GOLF

STAGE FOUR: OBNAR STAGE SEVEN: SBQAP STAGE TEN: JLJKK

STAGE THIRTEEN: JLMKH

NINJA GAIDEN

LEVEL TWO: NINJA LEVEL THREE: GIDEN

LEVEL FOUR: DRGON







Sonic the Hedgehog on the Master System there are several lives hidden. Once level one, act three, there is a life down the second hole, and a spring to get you

back up. Also, on level two, act three, go left at the beginning to find an extra life. Finally, there is a life on

level three, act three. Just go in the water to find the

So, there you have it. Chris also sent details of how

to get the Chaos Emerald on level three, act one. First

of all, go past the Emerald and when you get to the

next waterfall, keep going down. There will be a platform to the left, Jump on it and there will be a log

extra life."

Paul I im from Stirchley in Birmingham is a cunning chap when it comes to playing Populous on the Master System. He's sent in these codes!

SEGA **POPULOUS**

LEVEL 5007: ALPINPIL LEVEL 5012: SHADIKEOUT LEVEL 5021: FUTINBAR LEVEL 5026: JOSIKELUG LEVEL 5031: KILLOPORD



LEVEL 5034:





TATOOINE

On the landspeeder level of Star Wars, there are only three destinations that are worth visiting On the top left of the map, you'll find the Jawa Sandcrawler, where R2-D2 is held prisoner. One of the caves to the top right of the map has Ben Kenobi inside ready and waiting. After you've visited him (he sure to have R2 with you or you can't recruit him at all) travel towards the bottom right to enter



the Asteroid Field stage and need

Mos Eisley. Only bother entering other caves if you're hopeless at

more shields.



This scrolling stage is very difficult. Remember to pick up Han Solo at the beginning of the level. For the most part, use Luke Skywalker to progress. His Light Sabre is good for defending against laser bolts, and one good cleave annihilates. every enemy sprite instantly! When you get to the point where a pipe blocks your jumping, use Han to blow away the deadly bounty hunter at the end



The Asteroid Field is very dangerous. Never stay still or move in one direction for too long or the lethal rocks are sure to claim you as their victim. You should begin to notice that the asteroids come at you in "waves" which all have a safe position to fly through. Keep looking for this safe point or it's good night Vienna

TRACTOR



The aim of the first section of the Death Star is to take out the Tractor Beam. By hooking R2 to the computer network, you should have no trouble finding the right room. Switch to Han and climb the ladders, shooting at the beam generator. With Solo's powerful weapon, it shouldn't be too long before the Tractor Beam is history



This arduous task is the next on your agenda. Both Leia and the exit to the next part of the Death Star are right next to each other in terms of geography, but the wall between them means that two completely separate routes are required. Both targets are found on the bottom right of the map. Use this map to plan your route carefully. You can try to just blunder your way through by trial and error but the chances are, you'll find the exit first and once you've gone through it, you can't return





THE TRASH MONSTER

ब्राइस —

After negotiating the trickiest platform puzzles in the game, you end up in the Trash Compactor. The trash monster is feeting rather hungry and his tentacled form ends up attacking you viciously. The best tactic here is to climb as high as possible on the platform environment, change to Han and shoot the monster in the face. Only one good hit is required in order to save the day.

DOGFIGHT

After escaping from the Death start, the Milennium Falcon is attacked by Jegions of TIE fighters. The lope priority here is to stop yourself from being indie by the lease bolds screaming lowards the lease bolds screaming lowards. Field factors to get you through, although you can be a bit more violent with your movements. There should also be some convenient split-seconds where you can get a few shots in as well. Practice you can get a few shots in as well. Practice you can get a few shots in as well.

The excitement reaches fever-pitch as Han and Luke take on the TIEs



Grimsby sent in these tips for Shadow Warrior, aka Ninja Gaiden! They should help you with dealing with the end-of-level bosses but if for some reason they don't, well, there's not much we can do about it, is

The best weapon to have here is the Windmill Star. Walk up to the boss and when he swings his sword. duck down and slice his legs.

LEVEL TWO: BOMBERHEAD

Keep hold of your Windmill Star for this level - you're going to need. Walk up to him and wait for him to spin his mace (and his chin) then bend down and chop his

LEVEL THREE: BASAQUER

The best weapons to have handy here are the Windmill Star and the Throwing Star. Wait until he lands on the floor (keep to the left of the screen) then slice his legs away. Save your throwing stars for the little balls he fires at you.



LEVEL FOUR: KELBEROSS

Once more, the Windmill Star is the best weapon to have. Always kill the meanie that jumps to the left post. Sometimes, if you kill the wrong one, two more enemies spring up, so be careful.

LEVEL FIVE: MALTH

Keeping your Throwing Stars and Windmill Stars handy for the boss is the best advice here. Get as close as you can to him and use all of your stars on him. Follow this up by chopping his legs away.

LEVEL SIX: YOUR DAD (!)

Filial love reaches an all-time low here as your Dad, primate-related posterior. Your best bet is to get hold of the Fire Wheel. Now, on the wall there is a face with at it. Sounds easy, eh? Well, it's not because your dad throws fireballs at youl So keep your best dodging trousers well-ironed and ready for action.

GAMEBO

WHO FRAMED ROGER RABBIT?

Simon Garwood from Ipswich saw fit to send in tons of Roger Rabbit hints 'n' tips, along with the following set of passwords. Take it away, Simes!

SCENE TWO: DLT3QYBY SCENE THREE: GPLDMSRC SCENE FOUR: MMCFGWX.I SCENE FIVE: **BGQTVKJP** SCENE SIX: RTJBWN43

Once you've arrived at Doom's mansion, things start to get a bit hairy, so it's a good thing Simon included these tips.

Ignore Eddie Valiant as he is spinning his chin - he doesn't leave a trail at all! Put on the speedy shoes and enter the room ahead. Quickly go left as there is a robot dog to avoid. Once past him, there is a room full of dip puddles. Take the door on the right and then the one on the left

In the room with two flights of stairs, take the ones to the right, go through this new room and knock out the two weasels. Go down the stairs, knock out three more weasols and go down the stairs in the bottom right-hand corner to meet Doom! He runs off, so follow him to the next room, being careful to keep to the sides (and thus avoid a massive trapdoor!).



The shool em up may be a file cace, yes backed, when the same strange reason you went to cheat on it, read to the same strange reason you went to cheat on it, read.

At any time during the game, pause the game and press these buddens: A, B, X, Y, L, R, UP, DOWN, LEFT and RIGHT. Now, when you creat you should be completely invulnerable. However, the cheat stops which a strange which are strange which a strange w



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10	SOUKANO	UUYSSIE	IURAARA	TUMENES		

SPACE HARRIER Matthew Webster from Saint

Leonards-on-Sea sent in the codes for this Game Gear version of the classic Sega coin-op. LEVEL TWO: EAGF LEVEL THREE: CHFA LEVEL FIVE: DGBC LEVEL SIX: HBGA LEVEL SEVEN: FBHE LEVEL NINE: BFCH LEVEL TEN: HGDA LEVEL ELEVEN: AGEC

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FAMICOM

TIPS

Available as an import Super Famicom title, Legend of Zeida III: A Link to the Past is THE best 16-bit adventure game money can buy! Unfortunately, a lot of the game has Japanese text, making some parts of the game very difficult. MEAN MACHINES comes to the rescue!



Q±A

At the MEAN MACHINES offices, we've had plenty of perplexes, Zelda players phoning up begging for advice. We don't give out tips over the phone, so here are the answers to the most common queries.

How do I get the sword in the forest?

You MUST collect all three amulets before making your way the forest. Only then can you collect the sword.



How do I enter the southwest desert complex? You need to get the green book from the library (get the magic boots and charge at the bookcasel) and use it in front of the main store.







15

A LINK T

How do you get the emulet in the mountains? Once you have the gauntiet you should have no trouble getting to should have no trouble getting to the half warps you to the evil dimension and move near to the how creatures to the jett. Stand on one of the two clearings and use the mirror.



ITEMS TO COLLECT



useful weapon.

BOOMERANG: Damages and freezes many weak foes.

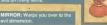


witch of the east.

BOMB: Cracks in dungeon walls reveal secret rooms.









used with bottles.



CEND E PAST





GREEN BOOK: Translates the ancient symbols.

HOOK SHOT: Enables you to reach difficult spots.





SHOVEL: This is used to find the hidden flute.

OCARINA: Play this at the bird in the village.



FIRE WAND: Experiment! It has many different uses!

ICE WAND: Very useful -produces many effects.













FAMICOM

POWER-UP OBJECTS



SWORD: There are four swords to look for in the game.

SHIELD: The third shield you fine repels lasers and fire!





FINS: These let you swim in any



In the castle, how do you delea the boss that kidnaps Princess Zelda?

Not even your powerful sword is good enough to send him packing What you need to do is swipe at the sphere-like shots he fires at you to reflect them back at him. Watch out for when he moves to the top-middle of the room, or he is fry you with lightning!





an you perform a twist-plant aerial kick lail? We seriously doubt it, because we just made that up Still, you too can confuse your friends by spouting any old rubbish and passing it off as "Californian" with the help of California Games by Epyx.

This game puts you in control of a team of five hip beach-types competing to be the five hippest beach-types on all the beach! This is done by coming out tops in five unmistakably West Coast events namely skateboarding, surling, footbagging, skating and BMX. What's more, if your pals reckon they're much iller and skiller than you, why not simply challenge up to eight of them at once in a mega-contest?









The first event you come to is the half-pipe. Here points are scored depending upon the number and complexity of stunts you pull off. For minor points and ow risk factor, kick turns and track changes are best. Real thrashers who go for lotsa points (and certain death) will be looking for their dose of hand plant inverts and aerial turns.





GIVE US A

Despite the fact that no one else in the rest of the world would be seen dead anywhere near a BMX, it must still be really popular in California or BMX would never have become the final event of California Games. In this event, your pixellated pal is capable of some pretty neat tricks, such as spinning his bike around in mid air or performing the equivalent of a bike-bound somersault. Needless to say, moves like these certainly boost the pointometer, although that doesn't mean a bean if you don't complete the course





Wahey! Become a foxy chick in the penultimate ever roller skaling. You have less than two minutes to skate to the end of a beach boardwalk littered with hazards in the forms of banana skins, pavement ks, flying beach balls and even people skating in ite direction. Use your skating prowess and ng abilities to make it to the finish





The most sedate event is easily the footbag. What of could be simpler than bouncing a small bean bag of various parts of your body? Quite a lot, as if happens Oncie again, the more complex the move, the greater the rewards. So just bouncing if off your foot forever does no good. Instead, by reverse dodes, Dizzy Deans and the labb full alla, a chieved by kicking the ball twice whilst spinning around!

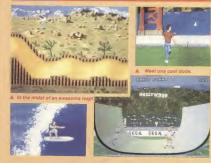






The most famous Californian spor of all, surfing, is event number three. Before you set foot in the water you have to choose a board. "Light" makes stunts easier but yields fewer points, 'regular' is a standard board, but real hards ont for "turbo". This gives you a real turn of speed and allows some hugely tricky stunts to be performed. Unfortunately, it also increases your chances of wiping











Credible animation and amouth, assigningly. The sound is a bit of a latdown - it is not bad, but the tunes don't fit has ection very well.

HAD Still, the playability is what counts and Celliforms dame has force of this. Each event takes some time to master, which is just as well because unless only to got a some pais to band, or have to chellenge yourself, it would be bester of here were a competitive one player game, but even without it, Californis Games is good enough to verrant purchase.











red a massive 93% and on the Nintendo the game red an Impressive 91% when we reviewed it is



UALIFUKNIA

GAME DIFFICULTY: MEDIUM LIVES: N/A CONTINUES: N/A SKILL LEVELS: 1 RESPONSIVENESS: EXCELLENT







Loadsa options to choose from and flawless In-game presentation.

Colourful sprites with too-notch animation over expansive, super smooth scrolling animated backgrounds.

The effects are pretty good and so are the tunes - the problem is that they don't suit the

action very well.

Fast and furious gameplay which is easy to get into but takes quite some time to fully maeter

In multi-player mode, this is one your mates will be asking you to get out time and time again

California Games is a hugely entertaining, fun-packed multi-event sports game which should be checked



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Things hot up during level one...

COUNTDOWN TO DOOMSDA

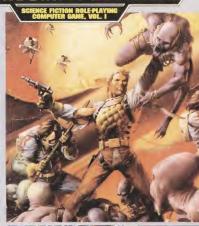
universe of the twenty-fifth century is a place fraught with danger for mankind. However, one man is destined to rise through the many disasters and deadly invasions to survive, prosper and lead humanity to a brave new dawn of civilisation. Unfortunately, you are not that man. You are in fact in

command of a party of understudies for the man known as Buck Rogers, performing dangerous missions in the name of freedom in this new role playing game from Electronic Arts. You play a party of new recruits into NEO, an organisation devoted to ridding the galaxy of the last vestiges of the mega-powerful RAM faction. These twisted beings are the previous tyrannical rulers of the solar system who enforced their iron-fisted law with

genetic mutant warriors! Your first mission sees you repelling a minor invasion of mutant Terrines at your Earth headquarters, before advancing to the orbital command base where you are assigned to save civilisation in a number of different missions.



The small, evil creatures gang up your crew members. Watch it!







MEAN MACHINES 52



Action apienty!

SHIP-TO-SHIP TOMFOOLER

Ship-based combat is fought in much the same way as its ground-based cousin, As each character comes into play, their actions are selected using a cursor. Should you wish to fight, you select which weapon to fire from a choice of K-cannon.

then aimed at the unfortunate enemy ship pictured in your scanners. If this approach seems a little warlike, you can always try talking to your enemies. The trouble is, all this softle approach tends to yield nothing more than severe laser burns.

MEGADRIVE

REVIEW 🕮

<u>T'S AN EDUCATION</u>

As your characters progress through their escapates, they learn new things. This is represented in Back. Rogers through the acquisition of experience points. These are awarded for solving purcles, winning in combat and acting heroically in desperate situations. Each time one of your characters gains a certain number of these points they or p a level, which has they were adventages upon them, such as weapon bonuses and new skills.



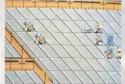
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EXCITING CUMBAL

Combat in Buck Rogers is a little more involved than in most RPGs. The process is carried out in rounds. with each of your characters coming under your control in turn. Once you take charge you may elect for your person to move around, attack, wait, carry out first aid on your fellows or pass completely Alternatively, you could just leave combat to the computer using the "quick combat" option where each member of your party acts in the best interest of the others (although it often ends with more casualties than manual combat). Should you elect to fight manually, you are able to choose your target with a set of crosshairs. Positioning these sights over an enemy will display their rank, energy and your chance of hitting them, allowing you to select the target both weakest and easiest to hit.



The fight moves to the entrance of level one's base complex.



Things look bad as your crew drop like files in the battle.



Terrines close in on your gang, anxious to finish them off!



space warriors. Before embarking on your adventures you may choose to take either the pre-generated computer party or create your own. Six major statistics are used as guidelines to your

characters' abilities. These are strength, dexterity, constitution, charisma and technical ability. Then, a race is selected from Human, Desert Runner (a genetic hybrid of man and animal) and Tinkers (a cross between humans and gibbons who make excellent medics!). On top of this a character class must be chosen for each character. The classes dictate each person's ability in certain fields. The four available are Warrior (an all-purpose fighting character), Rocket Jock (a Han Solo-type pilot/adventurer), Roque (a stealthy criminal type) and Medic (essential healer). After this is done, points are allocated to specific skills such as demolition, zero-gravity mangeuvres and computer programming. When you think you've got enough heroes, name the lot of them



COMMENT

Like Starflight, this certainty takes a lot of getting in to. Creeting your charsclers ie a long and boring task which does not bode well for the geme itself. However, give this shapes and you cen't held graphics look aparten to say the least, but this doesn't effect the quality of the game and the sheer strongers to graphics the same sheer strongers to game and the sheer should be sufficiently and sheer sheet sheet

mpleting the first few levels takes a few hours to complish, and there are plenty more where that came from! I can see ection-lens not getting on very well with this, but if you want a cart thet offers en enjoyable, long-laeting challenge, give Buck Roners a whid



Although the character creation is quite un, meking six

AD miseion is particularly nd sounders the despondent stmosphere. Get peet these meit hurdles however and rou'll find an involving end ewarding geme. There's to sion as time starts to run ou there's still en objective to nnoying, aithough it's ten mes better than any other RPG system, and you can always stick to quick combet in ess-than-desperate eituations Size ie enother thing Buck Rogere has going for it. There ere loads of essignmente end they get very hard efter the firs couple of missione, making battery back-up essential. Buc Rogers is definitely one for anyone efter some RPG anyone efter some RPG anyone efter some RPG



The missions you are assigned are certainly varied. Level one sees you saving the NEO base from an enemy missile-launch attempt, whereas later levels see you rescuing kidnapped children, saving the databanks of an ahandoned ship while at the same time seeking a cure for the deadly parasites which have infected you and even helping Buck Rogers himself defeat an evil pirate king!



GAME DIFFICULTY: HARD CONTINUES: SAVED GAMES

SKILL LEVELS: RESPONSIVENESS: FAIR







Lots of presentation screens and they're quite well done, too.

Small and weedy sprites with little animation. The backgrounds are quite repetitive too.

playability.

The tune is empty and the effects are as poor as poor can be.

The control system makes things easy and

there's certainly a lot to do. It'll tax more than your reflexes, so thickies beware.

There are more missions than you can shake a stick at and they're progressively more

difficult to complete.

A challenging and refreshing RPG which makes up for graphical deficiencies with an abundance of

ROBIN HOOD COMPUTERS

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Before you have a go on a Virtual Reality machine, whate sure the name of the game is in It WildSide, Ysee, this particular game is a little too real, in fact it's so real the end of game boss has escaped from his computer-induced confinement and is capturing all the kids who part with their cash for a taste of

computer-induced confinement and is capturing all the kids who part with their cash for a taste of ultra-realistic gaming action.

This is where you, Kid Chameleon, come in to the

proceedings. You just happen to be the best gamesplayer that ever there was, and you reckon that your platforming abilities are of such a high standard you can quite easy beat the game, default he Master that the platform of the platform

at the arcades any time you may wish.



MASK-ULINITY



CHAOS MASK SPECIAL ABILITY: Smashing charge

The Chaos mask transmogrifies Kid into a spiky warrior of doom. He is also able to charge through walls should he build his inertia up. Don't try this on nasties though as it won't work.



SAMURAI HELMET

SPECIAL ABILITY: Swordplay Become a lethal Samurai warrior with the Japanese-style helm. Dishing out twirly sword doom is your aim, especially with your hyper-effective jumping downward thrust!



SPACE HELMET SPECIAL ABILITY: Laser rifle Nab the futuristic space helmet for fun and frolics of the wide-beam laser kind. A handy helmet to have but it doesn't show up that often, so guard it with care.



ARMOUR HELMET

SPECIAL ABILITY: Climbing
This helmet transforms Kid into a
medieval knight-type capable,
rather bizarrely, of scaling sheer
walls with little difficulty.

INVISIBLE BOXES



You may brink that are more than enough craits around to all your bonus sking needs. Unfortunately, you'd be inoplessly wrong. Sealing this problem, the thoughtud programmers have included a mediculated involves boxes or of these is found in a secret grown in seemingly full enough of boxes, as seemingly full enough of boxes, but once you have destroyed them all, keep jumping. There are as x, mand second boxes waiting to but once you can alway all on these contents.

NOW YOU SEE IT



Dotted around the tendecape at bettin intervals are transporters. These are you friende, most of the limit. Usually they beam you onto the not-level, or past some tricky section of ferrain. However, section of ferrain. However, the section of the past of the tendent limit, and the tendent limit is to sent you want to the tend the want you want to sent you want the tend the want you do to complete the completed sent you want present the tend thus want you do completed sent you want present the complete want you to renegotists completed sent you.

A long animated intro tells the story of the Kid Chameleon.

TANTALISING BOXES



Not might be a gamer extraordinate, but it's likely he'd gel nowher e'il twee not for the due pet nowher e'il twee not for the query boxes spread throughout the gamer. These boxes contain vital code crystals which reap borus portifs, extra line with which to complied the level, extra energy, borus lives and best of all-Chameleon Masks. Domining these masks provide Kol with a variety of special adulties, some of which can be seen here.

MEGADRIVE

REVIEW











GUARD SPECIAL ABILITY

SPECIAL ABILITY: Axe throwing Grabbing the hockey mask transforms Kid into a Jason Vorgeese-type axe throwing psychopath! This is especially handy against projectile-firing enemies.



SUPER HELMET

Specifican power
Turn yourself into a super-fast
superhero with this throbbing
purple helmer. It also endows you
with the ability to perform
hurricane jumps known for their
deadliness to your enemies.

COMMENT

where it takes quite a lot of practice to get through, but the finish. Things are helped a little by the fact that the game is so huge, has so many secret rooms, bonuses and different routes through to the end that you do keep coming back for more, but even so, it eventually comes rather dull<u>. It's a</u> becomes rather dull. It's a shame really - had a properly graded difficulty setting been introduced into the gameplay to accompany the many brilliant er-egos, particularly the tank hameleon could well have ranked siongside Sonic and Robocod as one of the best platform games available on th Megadrive. As it stands, thougi it's an enjoyable game that should appeal more to platform





COMMENT



Kld Chameleon is certainly a nove iddition of Kid's multiple originality and make things a bit

more interesting, aspecially when you're searching around for the mask you need and are of the mask you need and are of the mask you need and are of the mask you need set og pool, with the graphics are also good, with distinct and detailed sprites for each persons and some pleasing animated backgrounds. However when it besite from to the section dealers. levels. All that changes is the scenery, the time (Id Chameleon is very playable, but suffers from peing a little easy. A bit more frenetic combat and more varied platform action would have made thi a dead cert winner, but as it stands it's just a decent example of a well-explored Megadrive



GAME DIFFICULTY: EASY LIVES: 3 CONTINUES: 3 SKILL LEVELS: 1 RESPONSIVENESS: GOOD





RESENTATION 80%

Nice storyline intro and title screen, plus options and intermission screens.

The cartoony sprites are small, detailed and nicely animated and the backgrounds are great.

The sounds are of a fairly good quality. although the backing music itself is bland and the effects lack volume.

Quite fast, certainly responsive and the multitude of headgear makes it varied and very enjoyable to start with.

.. but the lack of challenge results in the game being completed fairly easily - which is a real shame

A very playable game which could have been a classic but for a couple of flaws. Beginners will enjoy the action, but It might be too easy for seasoned platform addicts.



should appear more to plant game beginners than out-and-out platform freaks

who just won't get their money



DEATH SKULI SPECIAL ABILITY: Mega tank If you've ever wanted to be a skeleton sitting in a tank which fires explosive skulls and leaps about like nobody's business, the death skull is for you. Have a care though, or your pointy-helmeted iapes will meet a premature end.

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E MUTANT HERO

Just when you thought you discent the last of Turlies, up they pop again to light crime on more on the NES. The Shredder, being a min milled at the foursome's previous success in stopping has plans for global domination, has entisted plenty of help for his new escapade of terror. Help for his new escapade of terror. known alties include regiments of Find

and Riccisteaty.

To achieve this ends more easily, the spily one has halched a series of hideous plots designed to lure the Cruteris into a variety of desity lurgh. The ball for large the control of the series of the control of the large that the large was the large with a few two consenses.

r criginal are here, along with a few new ones neve seen before! You control any of the four furtles who leap around the screen and duff the enemy over with their individual weapons. At the end of each level, ar especially hard challenger awaits, such as Bebop. Krano or even the Shredder himself!



In the words of the song, they're the world's most learsome lighting team and that's not surprising considering the sort of ninja-related hardware they cart around. Leonardo is a bit nippy with his twin Katanas, which are quite slow but have reasonable

range and power. Donatello's bo



staff does little damage but makes up for this with its superior reach and speed of use. Michelangelo wields his short range, high power nunchuka with quite some speed, whilst Raphael's much maligned Sai knives combine a fast fire rate with hefty damage, sacrificing a great deal of range for the privilege











▲ The bad guys get the be



there is a two-player option, so yo and a friend can combat evil in memory of the pair who had to stay at home.



Further destroying antics. Not only tas he built legions of Foot robots or dispatch his arch-premies, but or dispatch his arch-premies, but



NINTENDO



COMMENT



When you first play it, TMNT 2 looks pretty good: the graphics, sound and gameplay are all fairly true to the arcade game. But play it longer and two major weaknesses are exposed. Firstly, the game suffers from a low difficulty level and completing it takes very little practice, particularly for anyone who's played the arcade game at all. And secondly, there's not much

AN in the way of variety. The best 'em up action is fun at first, but since it hardly changes from level to level it all becomes rather predictable. The two-player action adds a bit more

fun, but even that gets dull after a while. To be honest, unless you're a complete Turtles nut. you'd be better off buying a more challenging and varied beat 'em up like Ninja Galden or Kabuki.















Everyone knows about the mutants' lust for the foodstuff they call pizza. With this in mind, the popular fast food chain Pizza Hut have sponsored the game! Every background has a veritable glut of Pizza Hut posters and ads to encourage games players to stop playing games and start eating mountains of yummy dough-based take-away grub.



TARRED.E.

THE TLES BY: KONAMI

RELEASE DATE: NOW GAME DIFFICULTY: EASY CONTINUES: SKILL LEVELS: 1







Choice of turtles and presentation screens aplenty.

The sprites lack definition, but they're quite large and feature nice animation.

A rendition of the cartoon theme tune plays throughout and there are suitable effects to accompany events.

Responsive controls and straightforward

beat 'em up action makes this easy to get into..

...but the low difficulty level and lack of variety result in the game becoming prematurely dull.

An entertaining game - for a while. There just isn't enough to it to sustain interest for long.

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REVIEW

An. Wimbledon! The thrift of rain-soaked days and expensive strawberries and cream. Then of course there's always the excitement of the game itself - the stuming railles, the grunting Czechoslovakian female players, the breathtaking

Czecnoslovákian temate players, the breatnaking points and the swearing losers. All this and more can be yours with Sega's Wimbledon Tennis. Well, out of Wimbledon casts you as a young British tennis hopeful, out to prove to the world just how good you

hopeful, out to prove to the world just how good you are at hitting balls over the net. To this end, you can use the Winhbedon tennis courts to practice in a series of arithbition matchine or you can either the world circuit proper and participates in the major lennis grandstam events. There is even the option to face up to another human player in a one-on-one tentral match, or play with them (or against them) in some doubles-related downing.

But as Britain's number one (seeded 2,093 in the

HARD, CLAY OR ON THE LAWN?

Wimbledon, you can select to play on a hard, clay or lawn surface. These different courts all effect the bouncing power of the ball to different extents. The lawn surface makes for a smaller bounce as opposed to the hard and clay courts. Not surprisingly, the hard court produces the highest bounces.



Low bounces abound on the lawn court.

The hard court in all its glory.







On no! It's out! Some of the players look a might peeved off at their ineptitude.

The clay court has many unusual qualities.



COMMENT

As a tennis fan, I really enjoyed jolying this. Okay, so the players are a bit on the small side, but they're detailed and very nicely animated.

is outstanding. LILIAN with a massive variety of play options and excellent stills and cameo shots of the players. But it's the gameplay that kept me playing. The action is tough and fast, and although it takes a lot of practice to get used to the sheer speed, once mastered you can pull off some pretty spectacular shots. With its sheer variety of options and excellent two-player mode. Wimbledon Tennis Is a game that's highly recommended to tennis fans.



GRANDSLAM BUFFOONERY

Two options are presented to you at the beginning of the game. EXHIBITION MATCH enables you to play a one-off three set match against the computer or a friend GRANDSLAM TOURNAMENT lets you to participate in a series of ranking world bournements, including (not surprisingly) Wirmbledon!

TOURNAMENT **ACTION**

At the beginning of the Grundstei lournaments, you are given 15 Solnta to distribute through three



COMMENT

I didn't really think that much at all of this when I first loaded it up. The players are like starved refugees from Honey, I Shrunk The Kids as

they're actually as high as the net

and are positively dwarfed by the massive tennis court! More unrealistic still is super-powered pace the players run at. The thing is, because your players are so miniature, they have to run at that RICH speed to get around the court and return some of the shots! Wimbledon also underwhelmed me with its soundtrack. The crowd noise is okay, but the awful aural din that is the in-game soundtrack is simply horrifying. As far as gameplay goes, Wimbledon is pretty good. It is actually quite a laugh to play - especially in two-player mode, and the masses of options (including singles and doubles matches with one or two-player modes) makes for some variation in the gameplay. Unfortunately, there's quite a lot wrong in the computer opponent's game logic. Defeating him doesn't seem to be down to skill he always gets to the ball and it just seems to be down to luck as to whether he hits it or not. In the Grandslam mode, the three set matches just last too long. By the end of the first set I was just too bored to continue. However, I imagine that once you've got your character up to scratch and start playing against more experienced opponents, it should get a whole lot better. The Master System is woefully lacking when it comes to tennis games, and although it has its faults, Wimbledon is worth

consideration.

Plenty of different types of shots are available in Wimbledon Tennis. Button one is a simple forehand/backhand (depending on the position of the ball when attempt the shot) return and its trajectory can be altered by using the D-Pad. Button two produces a massive lob, essential when it comes to foiling any of your opponent's near-the-net tomfoolery. Should you attempt to hit the ball before it has bounced. you produce a high-velocity volley or a devastating smash!

500 300

REVIEW





GAME DIFFICULTY: EASY CONTINUES: N/A SKILL LEVELS:





Outstanding! A massive variety of game options, different tennis players and court surfaces to choose from.

The sprites are a bit small and out of scale. but they're nicely drawn and animated. The

still acreens are superb.

Rubbish tunes and poor effects make this an

aural disappointment.

Initially very difficult to get to grips with.

owing to the high speed of the action...

but if you're prepared to stick with it you'll discover a tough, but highly addictive tennis game.

Takes a lot of getting used to, but Wimbledon Tennis is a tough and enjoyable game that should appeal to fans of the sport.



DOUBLE DRAGON

Your honour is at stake and survival is in your own hands as you fend off a gang of ruthless thugs who are prepared to fight to the ead. Only a combination of lethal marriol art skills and a belief in your abilities will give you a fighting chance.

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Available on your Mega Drive - February '92



A li nell has broken cose in Fantasy collaboration and control to the cost of darkness (headed up by the despicable Evil Overlord) have risen up from the depths of Hades to give the kings abil of a bad time. At this moment, undead legions march across the pleasant lands, dairing out generous lashings of demand seaturation wherever they go - and having a great deed of this mits the bargam.

known for her thunderous magical bott-throwing abilities and her strange relationship with disease.

positioned evil creatures of vast power at the vario points in each level. Only by defeating all of them does Alisia have a chance against the Overlord

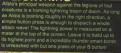




THUNDER AND LIGHTNING











homes in on icon bearers.



BIG BOSS MEN

The beam

Plenty of boss-like creatures infest the platform le of Alisia Dragoon. The first is encountered at the of allene one. Two plant combines, endowed with of stage one. Two giant zombies, endowed with inrowing and teleporting abilities gang up on



Turrican should have been! Alisia Dragoon is an excellent platform-based blaster and sports challenging gameplay and

some pretty JULIANunusual features. Although it doesn't shoot 'em up and platform addicts alike!



seem like it at first, the different dragons are very useful, especially on later levels where they can be used tactically to make the going easier. Another neat feature is that the game is packed with secret screens and bonuses which, when combined with the tough gameplay, results in plenty of long-lasting appeal. With its excellent graphics and sound, Alisia Dragoon is a game that's highly recommended to







FLOATERS

If you're after powering up or regaining lost energy, keep a look out for the floating icon containers. Simpl unleash some lighthing on them and they soon drop their load, which could be magical power-ups for your li





powerful dragon there is, and although it's weedy to begin with, powers up into a deadly fighting



boomerang-like objects that they explode on contact with anything



A living fireball, this dragon kills off enemy sprites just by touching them. It loses power with every



pretty lethal fireballs, although it doesn't shoot off very often.

ALISIA'S BEST PALS





COMMENT



At the beginning, I thought that the homing lightning beam would make this too easy, but as soon as I reached the end-of-level boss, my reconceptions were horribly dashed. Alisia Dragoon is a tough mother of game, throwing everything but the kitchen sink at you in an attempt to end your game! In fact, conserving enough nergy for your confrontation with

the first boss is quite a task Normally, this sort of caper puts me off, but the gameplay isn't all that frustrating - apart from when you continue, where you are mercilessly put back to the beginning of the level (argghhl). There are plenty of original ideas in here too, like having to look after the four different dragons and power them up individually. Graphically, Alisia Dragoon is tops with plenty of variety between each level and some beautiful sprites and amazing backdrops. Put simply, Alisia Dragoon is a quality package, with enough challenge to keep you coming back for more for quite a long time.

RELEASE DATE: MARCH GAME DIFFIGULTY: MEDIUM/HARD CONTINUES: 3

SKILL LEVELS: 2 RESPONSIVENESS: GREAT







A few options to tweak, including alternative control methods, and a decent feel to the game itself.

Gorgeous, exquisite backdrops and character graphics. A visual feast!

Some up-tempo tunes back the proceedings and there's some great blasting effects too.

The simple nature of the gameplay makes

this easily accessible...

... and the well-balanced difficulty level makes this one that should keep you well occupied for a few weeks.

A good fusion of platform and shoot 'em up elements makes for an absorbing. challenging game.



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NINTENDO

REVIEW Rackie Chan is a bit rippy when it comes to the old

lackie Chan is a bit rippy when it comes to the old bung-fu antos. His leapin', kickin' and general pain-eausing truly knows no bounds. It should come as no surprise, then, to find that an action game has been based on the many scrapes he finds himself in during his plethora of kung-fu movies.

In this particular sojourn, his top chick Chin Re Kon has been kidhapped by an evil wizard. Sad magician just happens to have an army of martial arts warmors, deadly death traps and killer fish at his disposal, not to mention a horridly hazard-ridden path to the wizard's

Jackie Chan's Action Kung-Fu is a conversion of the immensely ace PC Engine platform beat 'em up dame in which the hero races through many levels of combat action in order to reach Mr Pointy Hat and rescue his damsel.

Frogs are Jackie's friends. These green creatures hop

Froga are Jackie's finants. These green creatures hop around unawaves until the clobbers them with none of his martial arts moves. When this happens, an icon pops out. Sometimes it's filter-plenishing food, sometimes extra margic or best of all, it could be an extra move. These moves supply Jackie with a limited number of super-powerful licks which further his cause to some effect.



COMMENT



Jackie Chan's Action Kung-Fu combines challenging and highly addictive platform action, kung-fu aplenty, a huge playing area. excellent graphics and great south to produce a really superb game. Although Jackie's combat moves are limited, there's so much in the game that you simply naver seen to extract the player of the player of the track potent. The mission is a

JULIAN kicking all the way through to the and takes a lot of practice - but the game is surfury you just keep on playing. The Nintendo certainty isn't short of platform games, but Juci Chan's Action Kung-Fu has enough new featur and chopaceky action to make it an utterfy essential purchase.

ACTION KU



MAGIC MOVES AHOY

There are three extra moves which Jackie may collect, atthough he is only allowed one at a time. The simplest is the jumping roundhouse, guaranteed to do wary with one particularly grussome enemy in front of him. Next is the spinning leap bick. Perform the and any evil minors in the vicinity set shoe. Beat of all as the feedball kick, which sees Jackie somersauft as movement of the properties of the properties of novement as though come into contact with. These novement is should come into contact with. These novement is finalled supply, so be careful when you use them.



5 (9.0.0.01







Every so often a bell appears in the sky. If you should see one of these, you're advised to grab it. The benefits of doing so are twofold. First of all, you're whisked off to a bonus screen where you jump to and from a number of small clouds which disappear as you touch them. The more clouds you reach, the higher your score at the end of the round. The second handy feature of the bell is that it teleports you a short distance forward through the level. Useful, eh?













game. Just watch Jackie leap up agony as he lands on a bed of spikes! Even better, watch his

wide-eyed agonized twitching

when he loses a life!





NINTENDO

Jackle has a pained expression as he lands on a super-











AMERICA



NINTENDO

GAME DIFFICULTY: MED CONTINUES: 7 SKILL LEVELS: 1 RESPONSIVENESS: SUPERB







Nice attract sequence and intro, but no options.

Large, fluid and flicker-free sprites, detailed backgrounds and smooth scrolling compliment things well.

An atmospheric Oriental-style tune plays throughout and the effects are quite good 100.

The action is fast and furious, the controls are responsive and it's just difficult enough to be challenging without being frustrating.

There are a lot of continues, but you need them. The map is huge and the game is no walk in the park.

A superb, highly addictive platform beat em up. Punch and kick your way to your local software dealer and buy it immediately.

MINTENDO OF



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MEGADRIVE
Plenty of new arrivals in this month's charts of them courtesy of Electronic Arts. Robocod
described in takes the loss and custing Bonald deservedly takes the top slot ousting Donald Duck. F-22 and The Immortal also make their presence known.







SUPER MARIOLAND

DOUBLE DRAGON

DUCK TALES

F-1 RACE TURTLES

BUGS BUNNY

GREMLINS II

ROBOCOP

BATMAN

PAPERBOY



Only Paperboy arrives as a new entry in this month's Gameboy charl, with the positively ancient Double Dragon mysteriously re-entering at number two! Maybe something more exciting will occur in time for next month's charts



MEGADRIVE: ROBOCOD MASTER SYSTEM: SONIC NINTENDO: STAR WARS GAMEBOY: MARIOLAND

MEAN MACHINES 78



SONIC

DONALD DUCK

MERCS

XENON II

5 **POPULOUS**

BONANZA BROS

G-LOC

LINE OF FIRE

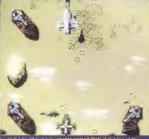
LASER GHOST

LEADERBOARD

SEGA MASTER SYSTEM

the 8-bit Sega charts. Once again, the boy Sonic keeps a firm hold of the number one slot, leaving last month's new entries to battle it out lower down the charts.





X049

LIFE



Super Mario Bros III remains at the top of the charts with The Simpsons and Duck Tales close behind. Surprisingly enough, Mario II returns to the chart followed by the dire Top Gun II. Perhaps there will be some more new stuff next month...





SUPER MARIO III 2 THE SIMPSONS

DUCK TALES

SUPER MARIO II TOP GUN II

6 **GREMLINS II**

LINK

BATMAN

WWF SOLSTICE

77 MEAN MACHINES





TURBO-RELATED SKYLARKING



A quick stab of the C button on your frusty joyand sightons pur thindure flush starting through to the inflicut flush starting through the thindure flush starting through the explosively flush staceleration. Understandably, such formfoothy has a tendency to heat your engine up to critical levels, even though there's a fire-spewing rocket exhaust at the back of the care. But beware because should care flush the starting through through the starting through through the starting through the



You've just taken delivery of a Ferran FAO - the utilimate in limited estition aports care. So what you are going to do with 47 Polish it delily and look after it with lender tolving care? TAO, of course not. Since you've a cool dealer who prefers stild marks on the road rather than in your underwear), you've going to violously hack off the road and roads the engine by burning along the roads of . America in the fabled Turbo Outra competition.

This wheel spinnin', engine rulnin' contest involves driving your Ferrari along 16 sprite-based 3D stages and literally outrunning the competition! This comes in the form of normal traffic like Minis and Juggernauts along with vehicles taking part in the contest, like

Porsche 959s and other high-powered sports cars. There are only two problems. First of all, you must complete each stage in an allotted time period or you are instantly disqualited from the Outrun-related proceedings. The second problem comes in the form of the US law enforcement officers, who see your high-speed shenanigans as being in some way harmful to the other law abiding road users.

So put your foot to the floor and burn rubber!

SELECT

TRANSMISSION There is a choice of two gearboxes

at the beginning of Turbo Outrun. The manual box leaves control of the transmission to you. Thankfully, your Ferrari only has two gears (tow and high), so deciding when to change up or down shouldn't be that difficult. The softer option is the automatic gearbox. Unsurprisingly, this changes gear for you automatically thence the name).





Nice car, sh?

W Keep a look out for the cape! IME (3)\$ | 5008







COMMENT



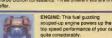
After the sad racing debacle that was called Outrun, I was ooking forward o Turbe Outrun, oping that Segs

LIMIN and made this uel a true representation of classic ercade race game. I e away with my hopea this dashed. Apart from the that it's horder the ince delinear to improve apon since even e complete doze could finish it on their first go), very spect of Turbo Quirun is worse than its predecessor. thopeless, meg-jerky 3D graphics, juddery scrolling, dreadful tunes, half sound effects and badly drawn spriles make for a sad first impression, and honelass car handling, po, and honelass car handling, po, exactly the same make those first impressions last. And if that's not enough, the shape of the tracks, background graphics and other car spriles bear no resemblance whatsoever to their arcade counterparts - this is Turbo Outrun in name only. If you're after racing excitement, check out Super Hang-On, uper Monaco GP or Road Raal





At the end of every four stages, there is a free automobile upgrade kit waiting for the successful Turbo Outrun contestants. Three different kits are on



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top speed performance of your car



The original Outrun was a real disappointment - I mean, it had the infortunately, they've flushed that shance straight down the toilet with this completely inept driving sme. The visuals are just pathetic rith jerky, unconvincing halformed scanner.

BICH coln-op's. The sound is truly tragic, boasting the coin-ops. The sound is truly tragic, boasting discordant, jarring effects and cacephoneus, grating mustle. All could be forgiven if Turbo Qurrun played with blut unfortunately, the game lass many tlaws. Pethaps the most glaring one is lass many tlaws. Pethaps the most glaring one is lass many tlaws. Pethaps the most glaring one is lass many tlaws. Pethaps the most glaring one is lass many tlaws of the lass many transportant to the same point of the words because of this cack-handed collision of the words because of this cack-handed collision of the same laws the same twell being simple to complete and others seemingly impossible, larlways thought that the point of coin-op conversions was to bring the sracial square to the smaller scene, and in this the sracial square to the smaller scene, and in this respect Turbo Outrun is a complete failure. Go for Road Rash and Super Monaco GP and put all Turbo Outrun-related thoughts out of your mind.

MEGADRIVE





RELEASE DATE: MARCH GAME DIFFICULTY: EASY/MEDIUM

> **CONTINUES: NONE** SKILL LEVELS: 5 RESPONSIVENESS: POOR







Pretty poor overall, although the highscore screen is quite nice.

The sprites are reasonable, but the backdrops range from awful to barely average. The 3D effect is also very poor.

The Megadrive "interpretations" of the coin-on's tunes are shallow and twee.

A bungling, unresponsive control method makes Turbo Outrun a shambles to play...

and the uneven, unrewarding gameplay and stupid difficulty settings result in it being placed on the scrapheap very quickly.

A big, big disappointment, Turbo Outrun looks similar to the coin-op, but plays nothing like it.



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any years ago there was a desolate wasteland Mcalled Karg. Nothing grew there, but strangely there was a motley human population. A passing god known only as Nexus saw this land and took pity on its inhabitants, transforming the desert into a lush valley of prosperity

Sadly, Nexus had forgotten all about his night out with his pal Void the demon. Perhaps understandably Void was more than a little miffed to find his supposed mate gallivanting off creating new societies instead of joining him for a game of snooker and a meat pie.

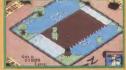
This is the reason why the inflamed Void saw fit to wreak sixty-six years of cruel vengeance upon Nexus' people by steafing the Rod of Power. This minor incident escalated beyond the tiff stages and led to Nexus and Void partaking in a bit of fisticuffs. During this battle the rod was broken in two, and for some strange reason the two deities decided to turn each of their halves into rings, to prevent the other from gaining total control.

So what has this got to do with you? Well, you are Buc, top sorcerer, who must now gather your party of fearsome warners, recover all the lost rings and return them to Nexus assuring freedom and fabriess for all eternity

This task is performed in isometric view, with your characters roaming around the environment in a similar way to that seen in the immortal. Spells must be learned, characters conversed with and battles won before your quest is out



ere are two modes of view in Rings of Power. The it is a general overview which shows your overnents on a large scale isometric map. You may be also a four directors exercise to be the starting to







The map of the land

COMMENT

RAD

DON'T BE SO SORCERY

Your party consists of six wizards, each trained in a different art of sorcery. You are a sorcerer, the general all-purpose wizard with few specialist spells but a wide variety of handy low-power spells. Knights have a number of particularly nasty combat spells, such as Rend and Sever Archers have mastered metaphysical kinetics and as a result can impose great forces (such as sharp magical arrows) onto (or

into) their enemies. Necromancers have mastered arts which can either damage or heal bodies, or at great levels even raise the dead! Enchanters can change matter (including themselves) from one form to another which allows them to

> pull off handy stunts such as creating a pool of water under-













Combat in Rings of Power could be simpler. In fact you don't had be simpler, in fact you don't had be do anything at all if you don't feel like it. That's because there are two combat modes in RoP. The first is outcomediate, which selects the spells for each of you haracter's and acts as appropriate. The second is (surprise, surprise) manual whould you must do all your own spell choosing. It's generally a good lideal to sick to manual though.

very whifty RPC, Sad, Jerky scrolling, a hoppiess combat scrolling, a hoppiess combat scrolling, a hoppiess combat system, unflumy Jokes, to chrouously story gampelay, feeble graphics and eaer-rendingly swiful sound ruin the great Ideas behind the game, and make It a real meas to play. Even the biggest role-playing lan will find this a chore - my solvice is to cireck out the other RPCs in the EA range. There are plently available that are miles better than this.

MEGADRIVE

REVIEW





BY: NAUGHTY D

PRICE: 639.99
RELEASE DATE: OUT NOW
GAME DIFFIGULTY: HARD

CONTINUES: PASSWORDS
SKILL LEVELS: 1

SKILL LEVELS: 1 RESPONSIVENESS: SL-0-0-0-W







PRESENTATION 80%

Smart title screen, intros and detailed story screens accessible from the options screen.

GRAPHICS

64%

Dull, poorly deformed sprites. Shambolic scrolling and hardly any animation. The backgrounds are hideous as well.

SOUND

31%

Crummy (out-of) tune plays throughout unfortunately, and the effects do nothing to lift the aural gloom.

PLAYABILITY 42%

Slow, unresponsive and frustrating. It's hard to make your characters do what you want them to and it's not much fun when they do.

LASTABILITY 60% Rings of Power is a big game, that's for sure.

Rings of Power is a big game, that's for sure, and it's not easy either. Unfortunately it's so bad that you probably won't want to bother.

DVERALL 41%

A brave attempt a Dungeons and Dragons-style adventure game which is spoiled by poor programming.

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Poor old Wonderboy. First off, his griffnend gets kidnapped by an evil demon, then a dragon king threatens to destroy his people. After that he gets transformed into a small dragonete and has to fight the dragon king again to regain his human form. Now he can beek by his village to find require with the

the dragon king again to regain his human form. Now he's got back to his village to find - guess what - it's been overrun by evil monsters from the north' Aaaagh' Still, he's still got all his sword-swinging platform-jumping abilities intact, and you can be sure



MONSTERL

→ An epic confrontation between boy and monster!

Wonderboy versus

CHAT EVERYONE UP

This most significant advancement made by Winderboy is his convertational ability. Taking to expedie account the visings is as essential to his progress with the progress of the progress of the progress which allow him to equip lineared with the bester goar than the printing amount he begins with 1 hon there are a important clues as to the where abouts of tarns, septile or people who can help him which are only revealed by taking to the right people. The simple not to the right people. The simple not be the right people. The simple not



SAVE GAME



Wonderboy in Monster Land is a big game. So much so that it comes with a battery back-tup, so that you can save your game an continue later. This is done by visiting the inn in the village. Spend the night there and not only is your energy fully replemished but you're offered the option of saving your game.

Use your magic here!

Wonderboy's other new skill is his mastery of magic. Wonderboy has learned to cast a number of spells namely Firestorm, Thunder, Quake, Power, Shield and Return. The first three are offensive spells used to damage opponents, Shield time, Power restores damage done to the youngster and Return is a special spell whose use only becomes apparent at a later stage

MEGADRIVE

in the game. **QUEENS AND FAIRIES**



COMMENT

I was quite disappointed with Wonderboy in Monster Land when we got the Japanese version in a couple of months ago, It's why, now, as the

quite easy to see RAD masses of Japanese text meant that a lot of important clues were overlooked and the game was rendered completely unplayable. As you may expect,

the official English version doesn't have this problem, so how does it fare against the multitude of other Megadrive platform games? To start with the graphics are nice, the sprites and backgrounds are highly colourful and detailed. although the animation leaves something to be desired. The sound is laughably limp with a pseudo-tune lisping its way along to the accompaniment of some weak effects. Fortunately Wonderboy is very playable. The platform element is quite simplistic when placed against the likes of, say Sonic or

Robocod, but the puzzle/role-playing elements are absorbing and enjoyable. Wonderboy is also pretty big, you're certainly going to need the battery back-up if you want to complete the game. If you're a bit bored of the same old platform stuff or you don't want a full-blown RPG, Wonderboy is

a recommended purchase





Wonderboy gets tooled up

That's Small Spear.



COMMENT



Although the graphics aren't brilliant and the sound falls woefully short of the standards you'd normally expect from the Megadrive, Wonderboy in

Monster Land is ILILIAN both absorbing addictive - all thanks to the marvellous playability. The challenging platform action and the tricky but logical puzzles combine together with the game's enormous size to give massive depth of gameplay. There's tons to discover, and the game's many original features and novel concepts keep you playing just to see what's around the next corner. If you're looking for a platform game that'll keep you playing for weeks rather than days, this should be put at the top of your





WONDER

BY: SEGA

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: SAVED GAMES
SKILL LEVELS: 1

SKILL LEVELS: 1 RESPONSIVENESS: GOOD







RESENTATION 800/

No options, but the in-game presentation is excellent.

RAPHICS

Chunky, colourful sprites and backgrounds. The scrolling is smooth, but the animation is poor.

OUND

Oh dear. The tune is feeble and pathetic to say the least, and the effects follow suit in their ghastliness.

PLAYABILITY 8/ // Absorbing and involving puzzle elements go

Absorbing and involving puzzle elements go along with Wonderboy-style platform action to make this instantly interesting.

ASTABILITY 89%

Some of the puzzles take a bit of work to solve, and there's enough of them to ensure Wonderboy won't be completed in a hurry.

VERALL 88%

An interesting and intriguing meld of puzzle, role-playing and platform action which should keep Wonderboy fans happy for weeks.

HOW TO PLAY WITH YOUR THING

Easily the most important character to take notice of is Soma. found in her house in the village. Not only does she reveal the whereabouts of Queen Elenora but she also gives the location of the essential muscal instrument used to open doors in the monsterhideout and she leaches you how to play the thing!





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NINTENDO

ife is full of problems for young Jason. His life too a distinct downturn from the moment his beloved pet frog escaped into the garden. This alone would have been bad enough, but then the unfortunate creature happened to jump into the barrel of atomic waste stored at the end of the lawn. Such a sudden and huge exposure to radiation caused something of a change in his froggy metabolism and the slimy amphibian began to grow into a creature of Digby the Biggest Dog in the World-ean proportions. To complete his master's misery, the green-skinned wonder then hopped down a hole to a dangerous underworld of sewers, robots and death traps.

Not wanting to lose his pride and joy, Jason immediately followed his Kermit-like chum into the rift, braving whatever dangers should face him.

Luckily Jason is not defenceless. At the bottom of the deep shaft the boy discovered an alien tank waiting for him, complete with a full set of body armour and complement of personal weapons!

Blaster Master is based on a book about the adventures of Jason and his tank in an underground world hitherto unseen. The game is split into two parts. One is a four-way scrolling platform game in which you control the tank. The second gives you command of Jason himself as he enters sewerage drains in his search for the missing frog.





The boy investigates that



STATE OF THE OWNER OWNER. The game kicks off with yours your tank scouring the unde capable of jumping around and



boss which can take him a step

NAMES AND DESCRIPTION OF THE PARTY OF THE PA





One boy and his frog. Aaah!



A desperate bid for froggy freedom



On no! Not the radioactive waste!



It's just too late for the hapless amphibian

Plenty of Nintendo games have ace intro sequences and Blaster Master is another fine example, as this sequence of pictures illustrates.











REVIEW (1)

NINTENDO









What a completely mega picture of your tank! mass destruction on all and sundr

HORSEPL



tank possess is useful enough, it pales in comparison to the other Jase is lucky enough to collect weapon is powerful enough but the These intelligent mega-missiles follow them to the bitter end. Missile barrages are another







COMMENT



shores. It really was worth the wait because it's such an excellent title.

way of the gome lasef. Blatter Master is a big garden in the series of t

the accompenying sound effects and tunes promoting the atmosphere etill further. Blester Master le definitely one of the best of the current batch of NES games and ehould be added to your collection forthwith.



SWIZZ THAT BOSS





GAME DIFFICULTY: MEDIUM CONTINUES: 3 SKILL LEVELS: RESPONSIVENESS: VERY GOOD







PRESENTATION 70%

Nice animated intro but no options. The in-game presentation is superb.

The aprites are detailed, well animated and colourful and the backgrounds are unobtrusive.

:OUI The tune sets the mood of the game

perfectly and there are some good effects to go with it.

There's lots to see and do, plenty of levels and loads of variety.

The size, challenge level, variety and enjoyability of the game should keep you involved for ages.

A great title which, although it offers nothing stunningly new, is a lot of fun to play and represents great value for топеу.

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ecmo World Cup was quite popular in arcade form, mostly due to its arcade-style approach to the game. Technical aspects of the sport are lost in place of fast action and hundreds of goal attempts in the limited playing time.

The ball is passed with superb accuracy at the touch of a button, and shooting is done with another. When you're off the ball, the shoot button does a slide tackle which if timed correctly wins the ball from the opponent.

STORM IN A WORLD CUP

They don't call it Tecmo World Cup for nothing you know, because should you fancy tournament-related horseplay, the World Cup awaits! Take charge of one of twenty-four teams in your attempt to win that elusive statuette. The tourney is run in the same way as the real thing, with the first heat being decided on a points basis and subsequent rounds run as a knockout competition.



COMMENT

A It's the "latter half" and Germany lead 03:22



wasn't exactly inspiring (although it was quite fun for twenty pence), and this conversion fails to improve on its faults. The graphic are exceedingly bland in their two-dimensional jerkiness. The sound is limited to one effect and a Chesney-esque warble of a tune. What really puts the boot in is, of course, poor gameplay. The loose collision detection makes it

The Tecmo World Cup coin-op

mpossible to run around opposing players and tackles are ridiculously easy to perform. This means the only way to score goals is to boot it right down field with a succession of long passes The World Cup is also badly run. The first few rounds are far too easy and then the computer activates its "telepathy" mode, anticipating all your moves before your computer-operated players have a chance to react. Even in two-player mode Tecmo has lost all of it's appeal. Looks like it's still a case of hanging on for Super Kick Off.



made quite a name for themselves with their uncanny knack of kicking the ball in a number of ways. If you've always envied this, Tecmo World Cup gives you a chance to realise your dreams. Your on-screen players are capable of everything from standard short passes to chip shots, overhead kicks and banana shots! Unfortunately, the more complex moves require some practice and may even require the ball to be passed to a pre-positioned player from a specific angle!







Will any one get near the ball?

MEGADRIVE



What is going on here?

COMMENT



For three years the Megadrive had but one football game in ts cartridge range, and that was the rubbish World Cup Specer, Now there's a new one - the rubbish

LIAN Tecmo World up. Yes indeed, It's big fisappointment day for football ana as once again wa're forced to wait for a decent game of the port to appear on this machine What's wrong with this one? Wall, the graphics and sound are average, but it's the playability where the game falls lat on its face. For a start it's ridiculously easy to beat - I slaughtered it on the lowest level, than cranked it up to its highest difficulty setting and still atuffed it 2-0. Another problem is that it simply doesn't play like football. The best way to get the ball up the pitch is to continually press the fire button - the players pass to one another like magic - and when you're in the 18-yard area almply run at the keeper on a diagonal line and hoof it into the net. Tecmo World Cup is simply a very dull game which fails to provide footballing fun even with two players. Soccer fans should sit on the bench and wait

for Super Kick Off.





GAME DIFFICULTY: VERY EASY

LIVES: N/A ONTINUES: N/A SKILL LEVELS: 3 RESPONSIVENESS: LAME







Quite a few options and static screens to

interest you.

The sprites are wooden and the backgrounds are dull - even for a football game!

Poor tunes and effects fail to generate any sort of soccer atmosphere.

The simplistic soccer action and the low, low difficulty setting makes playing this a doddle.

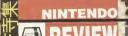
Limited controls and lack of challenge

destroys the single-player game, and the iame gameplay means that even the two-player mode gets duli quickly.

A naff conversion of a poor arcade game which fails miserably as a football game.



An awe-inspiring pic, yes?



nessage is received over the emergency frequency. "Lt. Snake," it says "the enemy have a new weapon with which to crush our defences. It's the Metal Gear II, an upgrade of the deadly killer war robot you destroyed three years ago in your last flick-screen arcade action game. Your mission is to attempt a sabotage operation in the same style as your last Sneak in under cover of darkness, explore the four-way flick screen environment for hostages. rations, ammunition and equipment. Then you must break into the heavily guarded maximum security base in which the Metal Gear project is housed. destroy the prototype and demolish the base so no further evil mechanoids can ever terrorise the

peace-loving populace of our country." Never being one to disobey orders, you recruit two crack soldiers and set off deep into enemy territory to put en end to their vite plans of conquest once and for I







The action's hotting up to almost unbearable levels here



A mean, strutting dude: Snake!

The enemy feel true fear as Snake points at



LIFE

Snake's all alone in the jungle but something terrifying is sure to occur.....



COMMENT



On paper.
Snake's Revenge
looks like it
could be one hel
of a game. In
reality it's
unfortunately a

Not only are the Controls
JULIAN irritating to say the least, but there's very little variety in the gamepley, and what could have been an

exciting, action-packed mission guickly becomes a tedious chore. The dreadful graphics and sound bang the final nails in the coffin, and the end result in a very poor exploration/combat game which you end up thinking could have been so much before.

CHANC'O HADDO MAY

specialists along with him. John Furnier's a communications expert who comes in frainty at code-breaking duties and such. His other deputy of Nick Myer, an explosives disposal and demoistions boffin. When It comes to blowing up big largest generally causing mass destruction, Nick is the maist in.



REVIEW (a)

A

TRANSMITTERS ON A STICK

TRANSPITE

JOHN

NICK

JENNIFER

DELECT

RODAR MOP

BEVEL Munimum

RTM HERPON EQUIPMENT

The one other item of equipment at Snake's disposal is his transmitter. Snake uses this to call on the help of this aides, who are hiding in the scenery awaiting Snake's commands. If you need someone to rush to your side, dial them up on your handy-dandy transmitter and see them leap to your rescue.

4/4

▼ Snake receives his orders. ↑ ↑



SNAKE, THE PUR-POSE OF YOUR MISSION IS TO INFILTRATE THE ENEMY'S STRONG- Since Snake is supposed to be conducting his mission in secret, it's obviously conducted at night.

dowever, the enemy are aware of his presence, tuge body count possibly has something to do his) and have set up a number of ways to find it there is a patrol on-screen, the area becomes in On some screens, flares are faunched to illus

bit On some screens, flares are launched to filumin fine area. It is up to Snake to find his way through een in darknoss before the flare reveals his evenence. Other screens are lit with searchlights. These sweep across the screen lighting up a small area at a time, which makes it easier for Snake to I



MURDER IN THE DARK



MOTO GOTT TO RECEIVE INFOR-MOTION.





Just when you thought Metal Gear was the worst example of this type of game on the NES, slong comes the sequel, letermined to cutdo its prodecessor in every respect-including that of being miserably duti and teditous. The main fault lies in the control method. Snake is sadly incapable of moving in 1

edly incapable of moving in a llagonal direction. This might no RAD three or four enemies who just alt where they are and shoot at you without feer of reclasitation (unless you spend all day charging around the screen) it gets more than a tad ananoying. The gameplay is also very repetitive. There's little difference between each screen children graphically or gameplay wise. The graphice themselves are very disappointing. The sprittee are malformed and indigitation and the backgroundes are

ill pretty much the same within each level.

Close-up action here as Snake infiltrates enemy territory.





This password comes in



The enemy are in ho pursuit! Watch out Lieutenant Snakel





The enemy gang up on poor Snake



Illing combat!

RELEASE DATE: APRIL GAME DIFFICULTY: EASY CONTINUES: INFINITE SKILL LEVELS: 1 RESPONSIVENESS: SLOW





Password system and weak intro screens but very little else.

Crude, badly animated sprites and bland

backdrops.

A hideous twisted mutation of a tune and truly sorry effects.

There's not really much to it, plus it's very repetitive and the controls are annoying.

The infinite continues and lack of challenge, coupled with the frustrating gameplay ward

you off very quickly.

Could have been brilliant, but Snake's Revenge is instead an irritating and boring exploration game which falls far short of its potential.



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IGH SCORE STREET 3-1 LEV 65960 CREDIT 1 EAS

PLINGTED SIGN

FLASHING YOUR MONKEY ASS

Some of the collectables in Toki give the baboon-like character non-offensive power-ups. Collect the trainers for example and Toki is able to leap massive distances. On the other hand, a shining star grants th Harrod-esque being temporary invulnerability. You can tell when this is in effect because Toki flashes.

APE-RELATED BLASTING

Toki starts off the game spitting small fireballs, However, as you progress through the game more power-up weapons make themselves available.

FIRE: This curry-powered weapon enables Toki to breathe fire and fry like his opponents!



TRIPLE FIRE: Triple fire is much like normal fire, but Toki shoots off in three directions at once.



not firing and Toki is able to spit massive fireballs!

COMMENT

like the coin-on but this is nothing like it. Okay, so it has the same main character and power-ups, but unfortunately the screen lavouts have been

completely JULIAN changed - for the worse. Instead of being fast. furious and fun, the platform action is drawn out, dull and very irritating. There are many virtually unavoidable traps dotted around the landscape which you only discover when you fall foul of them, forcing you to remember exactly where each one is and the steps required to avoid it. It's easy to see why the programmers have put those in though, because apart from the frustrating traps thera's nothing in this game to stop you going all the way through on your first go. All the end-of-level baddles are ridiculously easy to beat and during the level the enemy sprites offer no opposition to your antics. Those who've played the original coin-op will certainly despise this ruination of the brill game, and those who havan't will find this a bland and unchallenging platform game. There are loads of better games of this type on the Megadrive shop around and make your





BALLS: Toki shoots off energy balls that generally bounce about killing any meanies they touch

SUB-AQUA BABOONERY



COMMENT



I can't really say I was a big fan of the coin-op, but to be honest this isn't really a lot like the arcade machine at all, The programmers have taken a lot of liberties with the game, stripping down the levels and power-ups, and taking away most of the fine backdrops that made the original look so nice. The gameplay itself is dull and

frustrating, with evil traps in each RICH level that your reactions on their own are not good enough to deal with. To get anywhere, it's a case of remembering each stage's layout. To be perfectly honest, Toki is a chore to play, heavily lacking in the excitement stakes. The final nail in the coffin is the incredible amount of lives and continues you're able to endow yourself with. Using these options, finishing this game in one seasion becomes very possible - If you can atand the vapid, boring gameplay. I'm afraid that this isn't worth £35.00 at all, if it's a new platform game you're after, I'd recommend giving Kid Chameleon or Alisia Dragoon a spin.









GAME DIFFIGULTY: EASY LIVES: 1-9 CONTINUES: 1-7 SKILL LEVELS: : RESPONSIVENESS: GOOD







Nothing much to write home about, apart from a fair range of gameplay options available.

The sprites look good, but the animation is a bit lacking and the backdrops are quite drab

A pretty good tune plays throughout the game and the effects are okay.

Toki's easy to pick up and play, but the game is quite boring and has many trustrating elements...

...and the absurd amount of lives and continues available make it a game you'll complete very quickly

The Megadrive has many quality platform games that make Toki look like the dull, unoriginal game it is.

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NEW GAME

HOT CONSOLE GAMES COMING SOON...HOT



Converted from the mega Williams coin-op. Smash TV on the Super NES looks like being one of the best shoot 'em ups ever to blast onto a console screen! it's based around a hornfying, yet exciting future game show where contestants gamble with their very lives in the Smash TV studios. The participant enters a maze of rooms, where he is instantly besieged by swarms of psychotic enemy drones. The objective is just to blast them all and pick up the prizes and power-ups that occasionally appear. Once all of your foes are dealt with, exits open up enabling to you to test your mettle against another even deadlier batch of enemies.





All of the slick graphics, sampled sound and ultra-violent gameplay of the coin-op have been crammed into Acclaim's Super NES conversion, making Smash TV one of the most compulsion. satisfying blasts yet seen! If you want to know more about this amazing product, look out for a full review in a future issue of MEAN MACHINES.

SUPER FAMICOM









Look out for Dr Franken, a Gameboy arcade adventure that's going to hit the streets sometime during the summer. You play the part of the eponymous Dr Franken,

who runs around a massive 250-screen castle trying to track down bits of his exploded chum, Bitsy. However, there are plenty of taxing puzzles lying in wait ready to hamper Frankie's progress, so plenty of mind-bending cunning is required to access the later levels. Best described as a sort of Prince of Persia style game with heavier adventure overtones. Dr Franken seems to shaping up quite nicely. As soon as the game is complete,

we'll give you more details.













JOE AND

Already out on import for the Super NES, Joe and Mac (aka. Caveman Ninja) is ready for an official May release on the Nintendo

Not surprisingly, the game casts you as Joe, and in two-player mode your pal adopts the mantle of Mac, who are out for vengeance after some rival cavemen pinched all the cave-women from their settlement The game is a horizontally scrolling platform effort, with Joe running around throwing wheels and axes at a variety of vicious prehistoric beasts.

As you can tell from the screenshots. NES Joe and Mac is pretty close to the arcade original. and there's some skill six-level parallax and sampled sound to astound and amaze. MEAN MACHINES will have the exclusive review next month







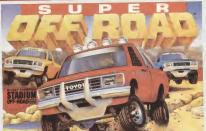
NINTENDO







NEW GAME PREVIEW



Amazing! As this screenshot shows, Super

Off-Road is visually identical to the Leland coin-op. Even the animation on the 4x4 trucks is as good as the coin-op, with over 400 frames of sprite animation!



Take the wheel of a massive 4x4 off-road truck and participate in Ivan 'Ironman' Stewart's Super Off-Road Racing - a conversion of the popular

three-player coin-op. Super Off-Road is best described as a sort of jazzed-up version of the old Atari coin-op, Super Sprint. A quartet of 4x4 trucks race around a series of dirt tracks with but one objective in mind - to reach the chequered flag first. The prize money you earn is spent on various power-ups at the 'Ironman' shop, including nitro boosters, souped-up engines, improveshock absorbers and better tyres.

The Super NES version of Super Off-Road features simultaneous two-player action and includes gameplay and presentation tweaks along with extra tracks, making it even more playable, better-looking and longer-lasting than the original Leland coin-op! MEAN MACHINES will have the definitive review in the near future.



improves on the coin-op in the presentation



The programmers have even added to the coin-op by placing extra hazards o the track during later level

SUPER FAMICON







NEW GAME PREVIEW

Warner Brothers' fifty year-old rabbit cartoon character is starring in his very own Nintendo game! Bugs Bunny's Birthday Blow-Out stars the popular "wabbit" as he runs around a platform environment picking up carrot icons. Unfortunately, his worst enemies have got wind of his carrot-collecting clowning and have banded together to sort out their wise-guy nemesis once for all. Included in the baddle line-up are the lovable likes of Wile E Coyote, Elmer Fudd and the Tasmanian Devil

Aimed at younger Nintendo owners, Bugs Bunny's Birthday Blow-Out looks like being quite a laugh. MEAN MACHINES will be carrying a detailed review next month



















Based on the excellent Sean Connery movie, The Hunt for Red October puts you in control of the most advanced Russian submarines yet devised. It boasts led weaponry and a prototype device that makes the submarine invisible to radar! How mancs the 3dmanner invisible to fatiant However, you've decided to defect to the West - taking the sub-with you! As you may have gathered, this is all an excuse for some horizontally scrolling action as the Red October uses its uncanny resources to blest a way through the pursuing Russian fleet AND the American scouts that perceive the Red October as a

The preview copy of the game we've seen doesn't ok too hot at all, with some of the most indescrit rrible music yet over to issue forth from the ando. Whether the gameplay makes up for it or ot you'll find out for sure when we review the finished product in our very next issue













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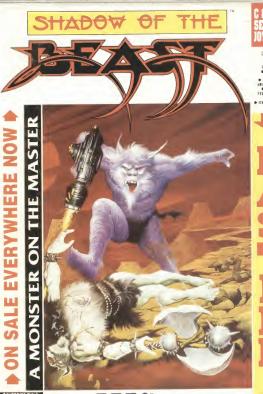
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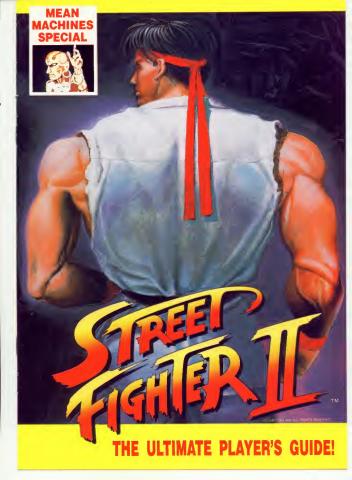
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ON THE SEGA MASTER SYSTEM





Street Fighter II: World Pl

THE STORY SO FAR...

Capcom's Street Fighter II: The World Warrior is definitely THE greatest arcade beat 'em up ever devised. Featuring the most detailed, well-animated sprites and backdrops ever seen in a beat 'em up, along with perfect crunching sounds, it's instantly recognisable in any arcade. But the thing that makes Street Fighter II the most amazing combat game yet seen is the sheer variety in the hyper-addictive gameplay. Mastering all eight characters and every one of their combat moves involves literally months of intensive, fun-packed play.



Dhalsim's yoga-spear impales Honda

Eight combatants from all over the world have entered the Street Fighter II challenge. Each of them is a master of a deadly art of combat and dedicated to bringing the coveted Street Fighter II championship award back to their country. But it is a long and arduous path ahead. First of all, one

participant must prove his worth by single-handedly defeating the other contestants in a series of one-on-one combat rounds. Only then can the worthy challenger face up to the four remaining quardians of the Street Fighter contest - Balrog. Bison, Vega and the twisted Sagati

Street Fighter action from around the world.







Phenomenon



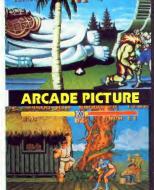
HISTORY

When Street Fighter II was released in 1991, no one imagined that it would go on to become one of the popular coin-ops of all time. It instantly topped every arcade chart worldwide and still holds the top slot today after almost a year!

By popular demand, Capcom have reprogrammed Street Fighter II for Nintendo's amazing Super NES and a near-finished version was on display at the Winter CES Show two months ago. Not surprisingly. this version is almost arcade perfect, incorporating every character from the coin-op and the essential simultaneous two-player option. This is all made possible due to the fact that Street Fighter II is Nintendo's first 16-meg cartridge - giving it twice the memory capacity of Capcom's own Final Fight conversion?



▲ Select your lighter.



SUPER NES PICTURE

▲ The above picture shows the Super NES version of Street Fighter II. This measive 16 mega-bit cartridge packs in all of the characters and special moves of the monster coin-op. The finished conversion should be out by June this veer.

EIGHTER PROFILE

Over the next five pages, we present the full lowdown on eight of the world's greatest Street Fighters, detailing each of their deady attacks and special tactics. The back page of this book gives you profiles on the last four unselectable opponents that stand between you and the title as the world's greatest Street Fighter!

▼ Some more topper action-style tomfoolery









Who Is The Strongest Stree



When it comes to speed and power, Ryu is decidedly average. However, the deadly nature of his cyclone and dragon punches have been renowned since ancient times.



Incredible reaching abilities and crushing holds just aren't good enough to keep Honda alive in most horo-player bouts. However, clever players should soon discover Honda's special talents, like his long-reaching front kick and the power-draining hundred-hand slap, which drains energy even when an opponent block.















Honda has joined the Street Fighter II competition to prove the superiority of the Japanese Sumo Wrestler. He is the embodiment of the ancient Japanese spirit.





treet Fighter?



Unlike Ryu's calm and precise attacks, Ken is a lethal, unstoppable foe when his berserker rage takes hold. However, even this is vulnerable to the Sheng Long dragon punch!



Like Guile, Chun Li has an amazing jump throw that picks off jumping opponents by hurling them back at the ground. This move is particularly lethal to Dhalsim, so should you be playin him, keep to the ground or else!



Chun Li throws Guile with ease



KEN

Although Ken and Ryu trained together and possess very similar abilities, Ken moved to America in order to train against a greater variety of more dangerous opponents.









CHUN LI

Possessing incredible speed, Chun Li can overwhelm opponents in seconds and is the only female competitor to make it to the Street Fighter finals this year. Proclaiming herself 'the strongest woman in the world', you can't fail to be amazed at her agility and combat skills.

Are You A World W



Possessing inhuman speed and diverse combat menoeuvres, no one can stand up to Blanka's continuous barrage of physical aggression. Clearly not human, Blanka is one of the most physically intimidating characters in Street Fighter II.



have no problem in demolishing opponents with powerful, fast blows. A good strategy is to catch your opponent off-guard with unconsciousness. Since Blanka has no throwing techniques, use the deadly neck-bite to damage opponents who attempt to block. Blanka's best defence is his vicious thunder storm move, but watch out for missile attacks from your opponents.





Guile's combat skills were honed to perfection in the American military, making him a very worthy contender for the World Warrior trophy. Although he isn't the fastest or strongest character. Guile's relentless, pressing attack has paved the way for many victories.

Waiting For Your Challenge









Although Guile is an icy cool character, he assaults his

opponents without restraint. His normal kick alone is very powerful, but it is his somersault kick that is particularly devastating.

Warrior?



h these barrels



sing the thunder storm manoeuvre. Blanks fries Zanglef!



Russia's finest wrestler has 13 deadly special moves to help him defeat the other contestants. Zangief is the strongest competitor in Street Fighter II, so if you face him try to stay out of arm's length. Failure to do so results in you falling victim to bone-crushing attacks like face crushes, whip smashes or brain-busters to name but three. Being so large, Zangiel is quite slow, but remember, he only really needs one chance to demolish his opposition!



Ken is the victim of a really nasty spinning pile-driver - the most powerful move in the gamei



Although he moves slowly, Zangief's pile-driver and brain-buster moves are the most powerful attacks in the whole game!







incredible reach and fierce flame attacks make Dhalsim a arms and legs. As well as punching and kicking, his stretching grip is great for throwing his enemies at range. Although narily a character specialising in long-range attacks, Dhalsim has a sneaky close-range head-butt that floors any opponent.



A master of yoga, Dhaisim is capable of manipulating his body in ways that are unbelievable to ordinary men. His only real weakness is his slow speed.





The End?



BALROG

Bairog is the first of the final four boss characters. Despite his limited number of moves, he possesses immense punching power that even inflicts damage if you block!



SAGAT

A veteran from the original Street Fighter colin-op, Sagat is Thalland's kick boxing champion. These techniques didn't help much in the original game, so he's learned a smashing new attack- the tiger uppercut. This powerful move is quite similar to the dragon punct.



To become the World Warrior champion, first of all you need to beat your other Street Fighting chuma. After that, four more even deadlier opponents lie in wait. Each one of them has mastered combat techniques stronger than yours - and all of them will delight in your painful demise!



VEGA

Vega is as much an athelate as he is a warrior. Armed with a victous claw glove, this Spanlard attacks without mercy and uses the walls and the fenca to launch his assault. Vega is most susceptible to attack as he is landing from his jump from the wall.



M BISON

The dasdilest of all the Street Fighters stands between you and the World Warrior trophy. Bison specialises in unfeasably fast combination stacks that finish the inexperienced player within seconds. The best tactic is to keep your guard up. Use every skill st your disposal and fight to win!

DESIGN, LAYOUT AND ORIGINAL TEXT: Gery Harrod TRANSLATION INTO ENGLISH: Richard Leadbetter COLOUR: Colour Connection (C) MEAN MACHINES 1992

THANKS TO: Mike and John of Quay Amusements in Poole for invaluable aid in the production of this supplement and also for owning Gery Harrod's favourite arcade in the whole wide world. Thanks also go to Yul for the impeccable taxi service and to Mark for losing all of the time!

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